The RandyMan Guide to

Saga RPG: First Blade

(for Android)

Saga RPG

ver. 1.1.19

Saga created by

iDurocher Technology, LLC

©2013-2024

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Description of Saga RPG: First Blade

(from Google Play Store before they dropped the game)

Welcome to the old school RPG world of Saga RPG: First Blade.

Story

The world is in chaos under the rule of the Dragon King. You will embark on a quest to rid the lands of this evil monster. On your journey, you will meet helpful friends, encounter many dangerous foes, and equip yourself as you prepare for the most epic battle of all time. The people welcome you as their hero. May your sword stay ever sharp.

What to expect

This game is built to be lightweight. The download is tiny, and the game processing is minimal. To accomplish this, the game itself is pretty simple and a bit of an experiment to see if there is still interest in this type of game on the Android platform.

Thank you for playing!

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Special RandyMan Trivia Easter egg: Can you guess the font used to label points of interest on the Maps?

(Answer in the Various Extras chapter at the back of this book.)

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ver. 1.0

Beginners Guide to this Game

This first chapter will introduce you to the basic game mechanics, such as the various screens and controls used to navigate through the game. If you've played this game before feel free to skip this chapter if you wish. It is only 4 pages long and a lot of it is graphics, but even experienced player may learn something new here.

The Start Up Screen explained

When you first start the game, you will see the screen to the right. There are only five options here.

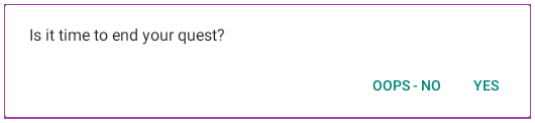
1. Tapping NEW GAME starts a new game obviously.

2. Tapping LOAD GAME loads a previously saved game.

3. Tapping the little down arrow next to English▼ produces a drop down menu of other language choices. Simple tap your preferred language.

4. There is a link near the bottom right of the screen that allows you to send an e-mail to the developer of the game.

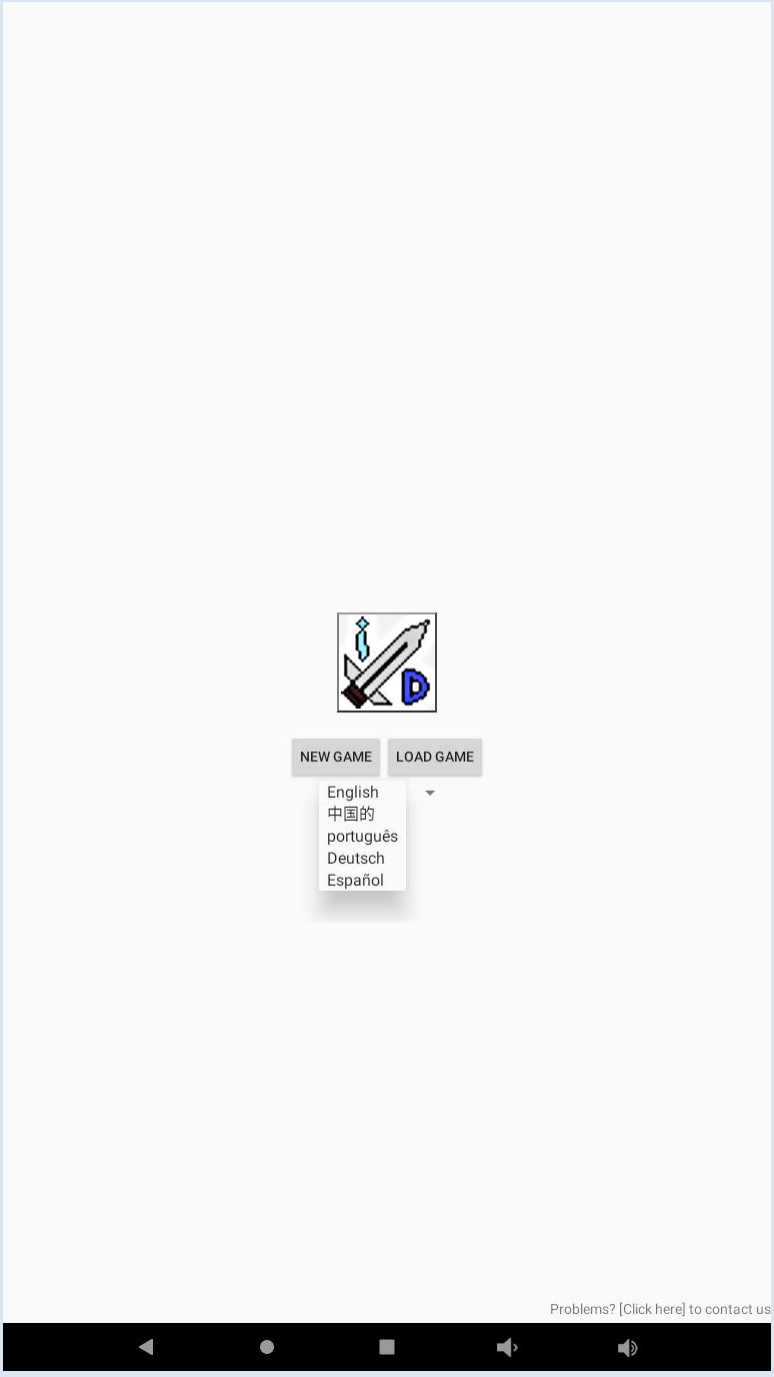
5. At the very bottom of the screen is the android control bar. Yours may vary depending on your machine. You should be familiar with its operation already. If you press the ◀ back button you will be asked if you want to quit.



Simply tap yes or no.

For now let's start a new game…

Start Up Screen



RandyMan note: There is only one SAVE slot in this game, so think carefully before saving. If you save before battle too deep in a dungeon with low hit points, then die and reload, you may not have enough hit points to exit the dungeon and return to town to heal. Use your best judgment before saving.

A quick tour of the Game Screen

When you start a new game you will see the screen at the right.
It is divided into five main sections:

① The Ad Bar – This section is reserved for Android for ads.

② The Map/Play Area – This area shows you your immediate area in explore mode and various long messages and combat/shopping screens as needed.

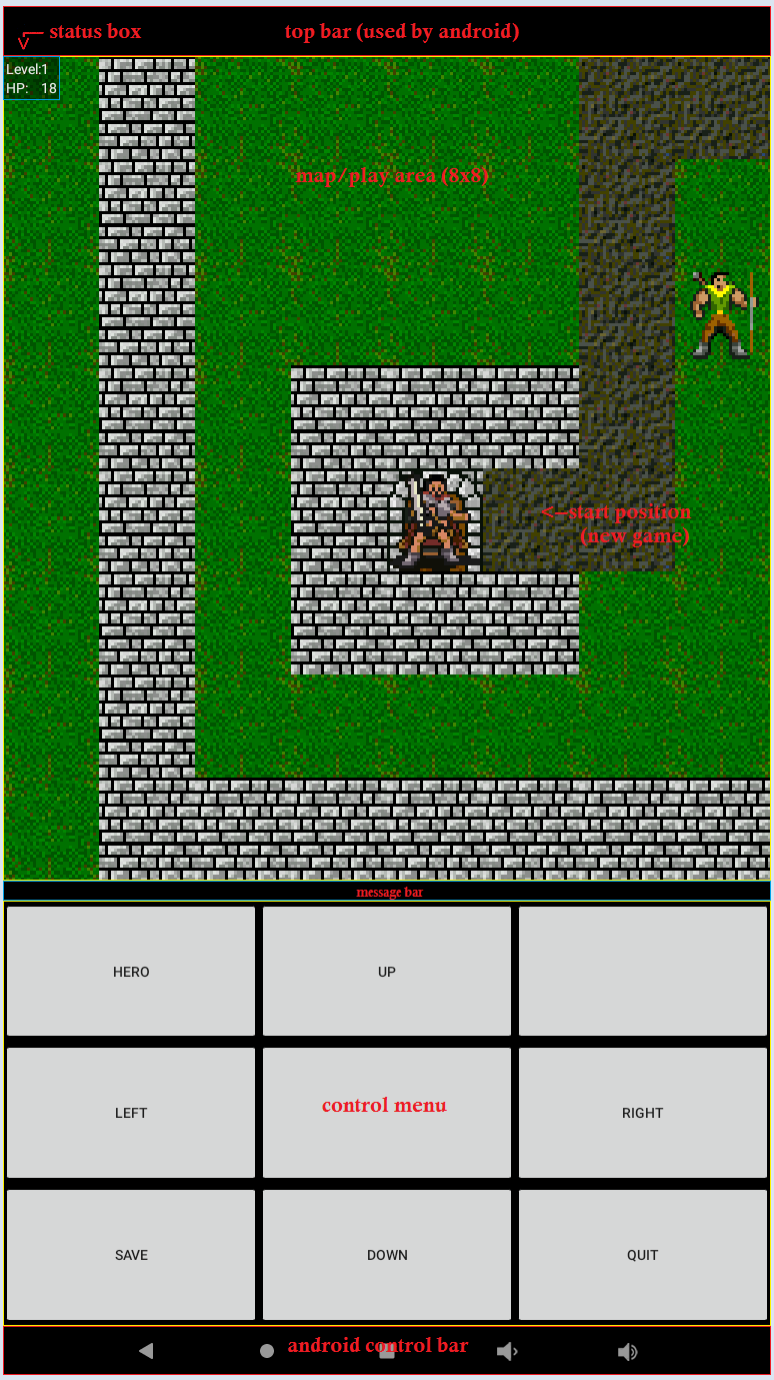
③ The Message Bar – Just below the Map, this bar shows short messages during the game.

④ The Control Menu – This 3x3 grid of buttons is used to move your hero around the Map and changes as necessary during shopping, combat and other phases of gameplay.

⑤ As with the Start Up Screen, At the very bottom of the screen is the android control bar.

Also in the top left of the Map area is a status box that displays your current Level and HPs.
The QUIT button is the same as the back button on the android control bar.

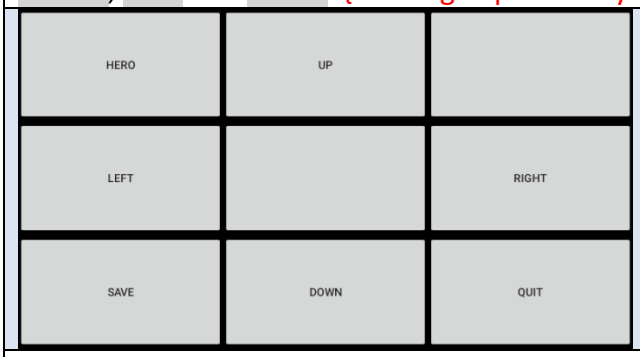
Main Game Screen



RandyMan note: The exact layout will vary from one machine to another. For example when playing on my 7" tablet, what I've dubbed the Ad Bar actually appears in the middle of the screen between the Message Bar and the Control Menu.

Explore Menu

Below is the most used Menu, it is used in Explore mode to move around in the world. The options are: UP, DOWN, LEFT and RIGHT. {Although I personally think NORTH, SOUTH, WEST and EAST would be more acurate.}



The other options include SAVE-to save your game, QUIT-to end your game.and HERO-to view your heroes statistics and check your inventory.

When there is someone to talk to the center button will offer the TALK option. When there is a door to enter or exit a building, town or dungeon, the GO option appears on the center button instead. If there is a monster to fight next to you, FIGHT appears.

Hero Menu

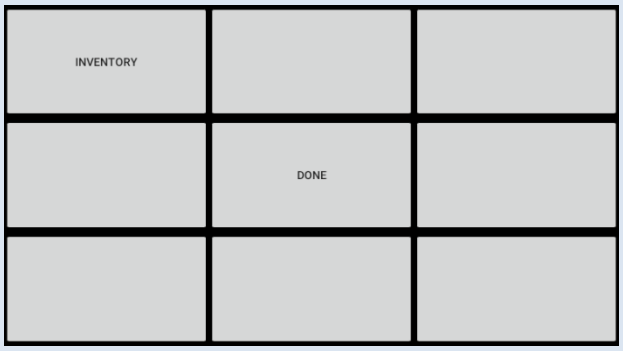
When you tap the HERO button, the menu to the right appears and the Map area of the screen darkens and displays your current stats.

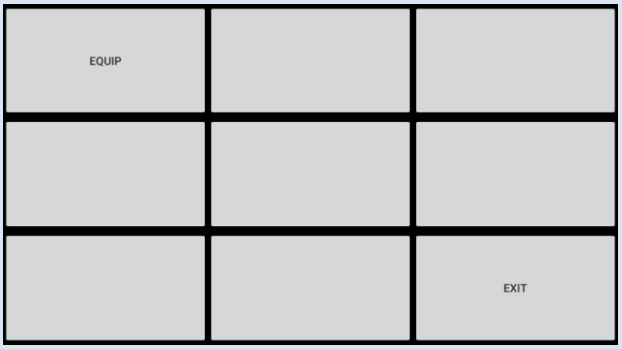
These stats include: Level, HP, Gold, Pos, Str, Def, Exp and equipped Weapon, Armor and Shield.

The only options here are INVENTORY and DONE.

If your inventory is empty, the message bar shows:

Inventory is empty. Go visit a shop.





Inventory Menu

If you tap the INVENTORY button the Map area displays any unequipped items you have and offers the options: EQUIP and EXIT.

When selling items, the EQUIP button becomes SELL instead.

A very similar display is used in the shops, except the list is the shops wares not your inventory. The EQUIP button becomes BUY and the top right button reads INFO, tapping here displays the items bonuses on the message bar.

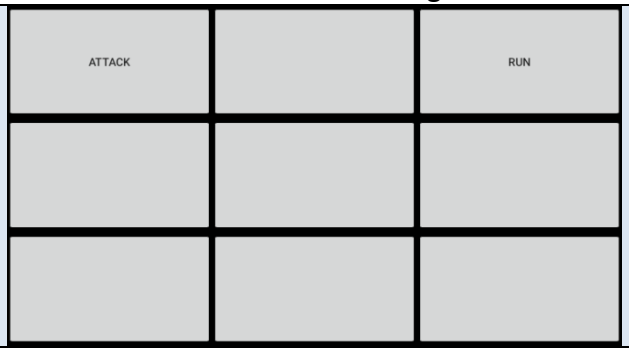
Combat Menu

When you enter combat, the menu gives you the choice of ATTACK or RUN.

As you attack, the message bar show the results of each strike.

If you choose RUN, the enemy will get a free hit at your retreating back and may score damage, if not:

You successfully got away!



Done Menu

After combat, talking to people you meet, or other game options, the message remains on screen so you have time to read it and the DONE option is used to clear the screen and continue your game.

Next Menu

Sometimes after battle, talking, or other operations more information is available, such as level up messages or extended talk sessions.

Tapping NEXT displays the additional info. After all messages are shown, the DONE option appears.

HP-Hit points, Pos-coordinates on the current Map,
Str-Strength, Def-Defense, Exp-Experience Points

General Gameplay Notes

Although the name of this game is Sage RPG: First Blade, there is little in the way of actual role-playing in the modern sense.

For example, there is no magic in the game (although you will battle witches) so you won't be cursed, charmed or any other such nonsense. On the downside, you have to visit a Healer to regain HPs lost in battle; there are no healing spells or potions. (Potions are added in Saga II.)

Time does not pass in the traditional sense, so you don't need to rest or eat to stay alive. On the plus-side, there are no time limits in the game either.

The game is turn-based, so if in the middle of a battle or exploring you need to leave to use the restroom or refill your coffee, when you return you are right where you were before you left.

While exploring you can walk on grass , paths , and onto people (you can pass straight through them to the space beyond if there is any or TALK to them).

You can also step into various doorways or , etc. (to enter various shops or to enter or exit towns and dungeons using the GO option. Some dungeons and towns don't actually show their entrance/exit, but when you stand in the right spot the GO option appears. Some dungeons use special graphics for their entrance/exit, such as The Long Cave which shows a ladder down and up . The entrance to The Village is .

You cannot walk through mountains , trees , walls or on water . You also can not pass through fixed encounters such as the Dragons , you must defeat them in battle to make them disappear and allow passage to the space beyond.

The dock is used in 2 ways in the game, as a bridge over water between 2 pieces of land, in which case just treat it as a path and walk right across. It can also be used as a dock in which case the GO option appears and you board an invisible boat that instantly delivers you to a corresponding dock at the end of its journey.

Dungeons are never 'cleared' per say, so you can always return and still meet baddies to kill.

The ultimate goal of this game is to kill the Dragon King in the final Castle, but even after that you can continue fighting bad guys and building up your hero to his maximum potential.

The real charm of this game for us old school gamers is in its very simplicity. It's also reminiscent of many early PC and Nintendo games many of us played as teenagers, when a tablet meant a pad of writing paper or a pill you took.

Let's start our walkthrough proper in the first village…

Welcome to The Village, Number Six!

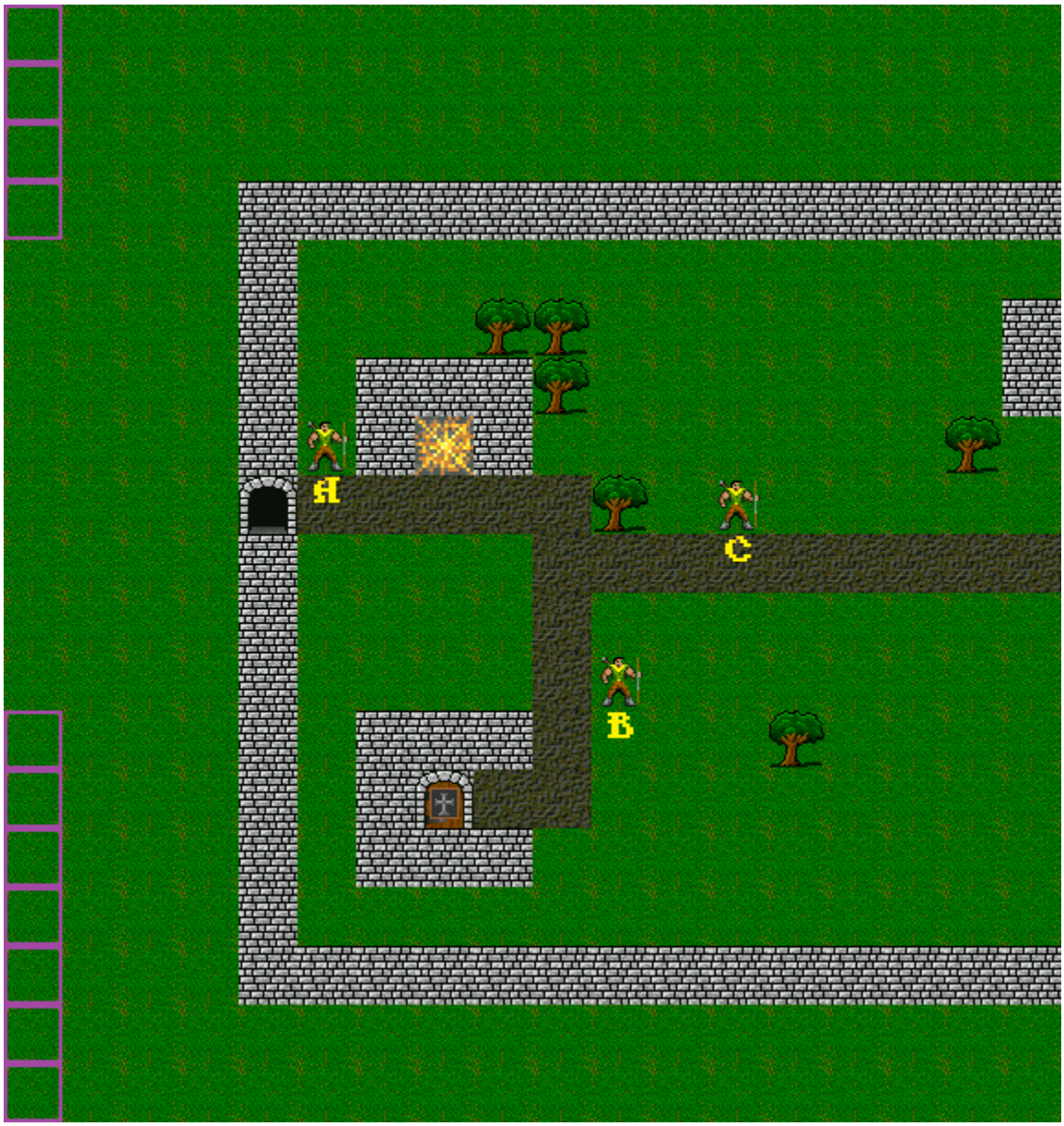
The Village

This is where you start a new game or resurrect if you are killed in battle. You begin at the Healer's house.

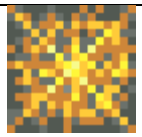
You can return here at any time during your adventures to heal damage taken in battle.

Heal	10g
Resurrect	20% of g

When you resurrect, you are only healed to half your current HP and must pay to heal more.



Video Store



To the north of the Healer is a building with what looks like a golden spider web over the door. Here you may watch an ad to earn 30g.

Randyman note: This option does not seem to work, possibly because Google Play Store no longer supports this game.

The Video Store was added in version 1.1.15. Before then the northwest end of The Village looked as pictured below:

Buyer

In the north center of the village is the used goods buyer, who will buy your used items for one-half of what you paid for them.

You may only sell unequipped items. To un-equip them, you must equip something else.

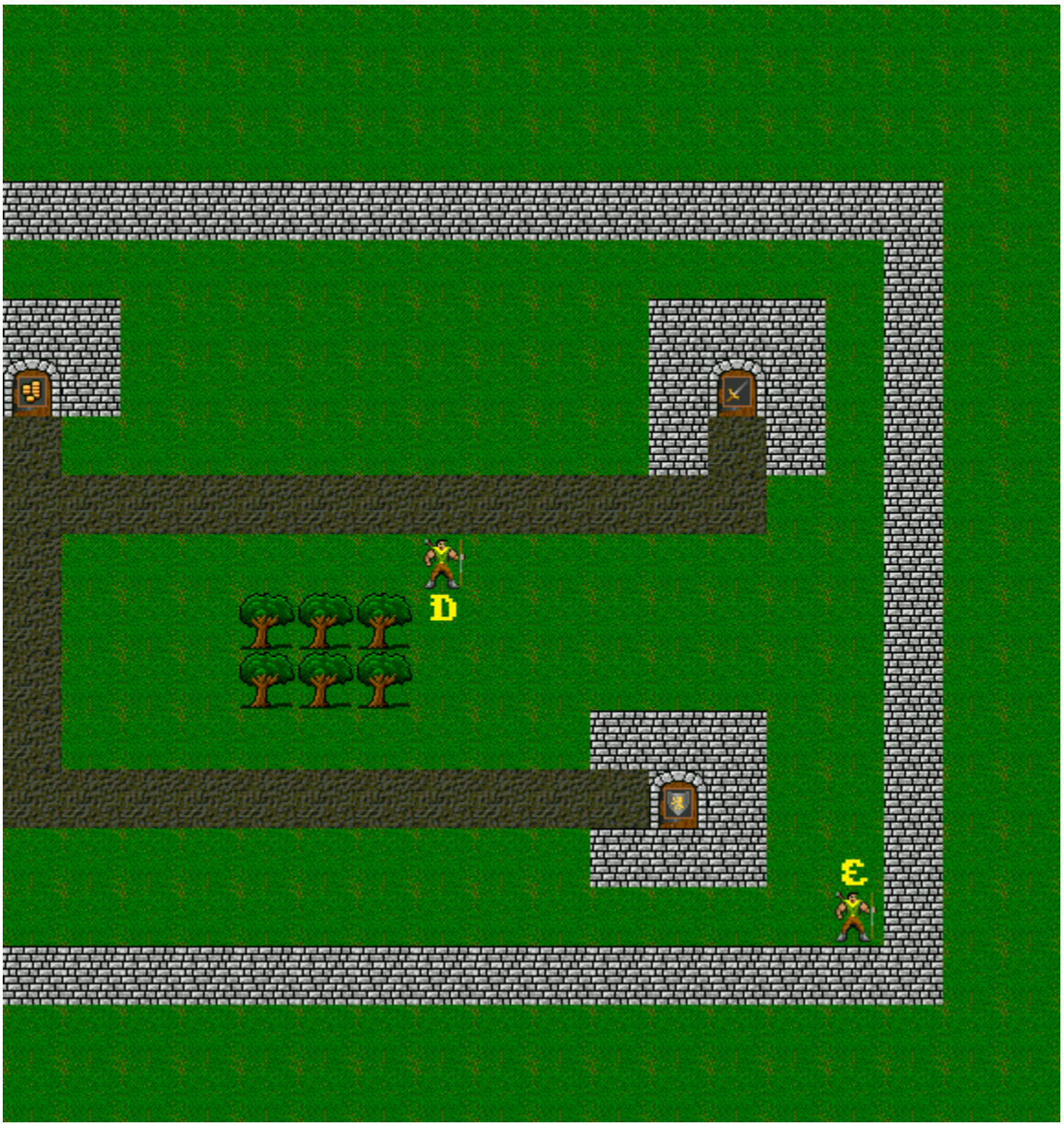
This is the only buyer in the game, so if you wish to sell items later in the game, you must return to The Village.

Villager A

Be careful out there. If you lose all your HP you will also lose some of your gold during resurrection! Always stay healthy.

Villager B

You should always visit a healer when your HP gets low. It is the only way to stay strong.



In The Village, besides the Healer, there are four shops and five villagers to talk to.

Exit The Village

When you are ready to begin adventuring exit The Village by moving to the open doorway at the west side of town, and tap GO.

Remember to return to heal when you HPs get low and to buy weapons and armor once you have some gold.

Armor Shop

To the far east of the Healer is the Armorer, who offers the following:

item	cost	bonus
Padded Armor	40g	Def+1
Leather Armor	100g	Def+2
Chain Mail	500g	Def+3
Wooden Shield	50g	Def+1
Copper Shield	200g	Def+2

Weapon Shop

To the north of the Armory is the Weapon Smith, who offers the following:

Item	cost	bonus
Club	40g	Dmg+1-2
Copper Short Sword	100g	Dmg+2-4
Copper Long Sword	500g	Dmg+4-6
Iron Short Sword	1500g	Dmg+8-12

Villager C

When I need money I just sell the items I no longer need to a buyer. It is not as much as I paid but at least it is something.

Villager D

Defeated enemies will leave gold for you. That gold can be used to buy weapons and armor to prepare you for the dangers in this world.

Villager E

Lisa... Lisa... Have you seen my dear Lisa? Oh how I love my Lisa...

The Valley

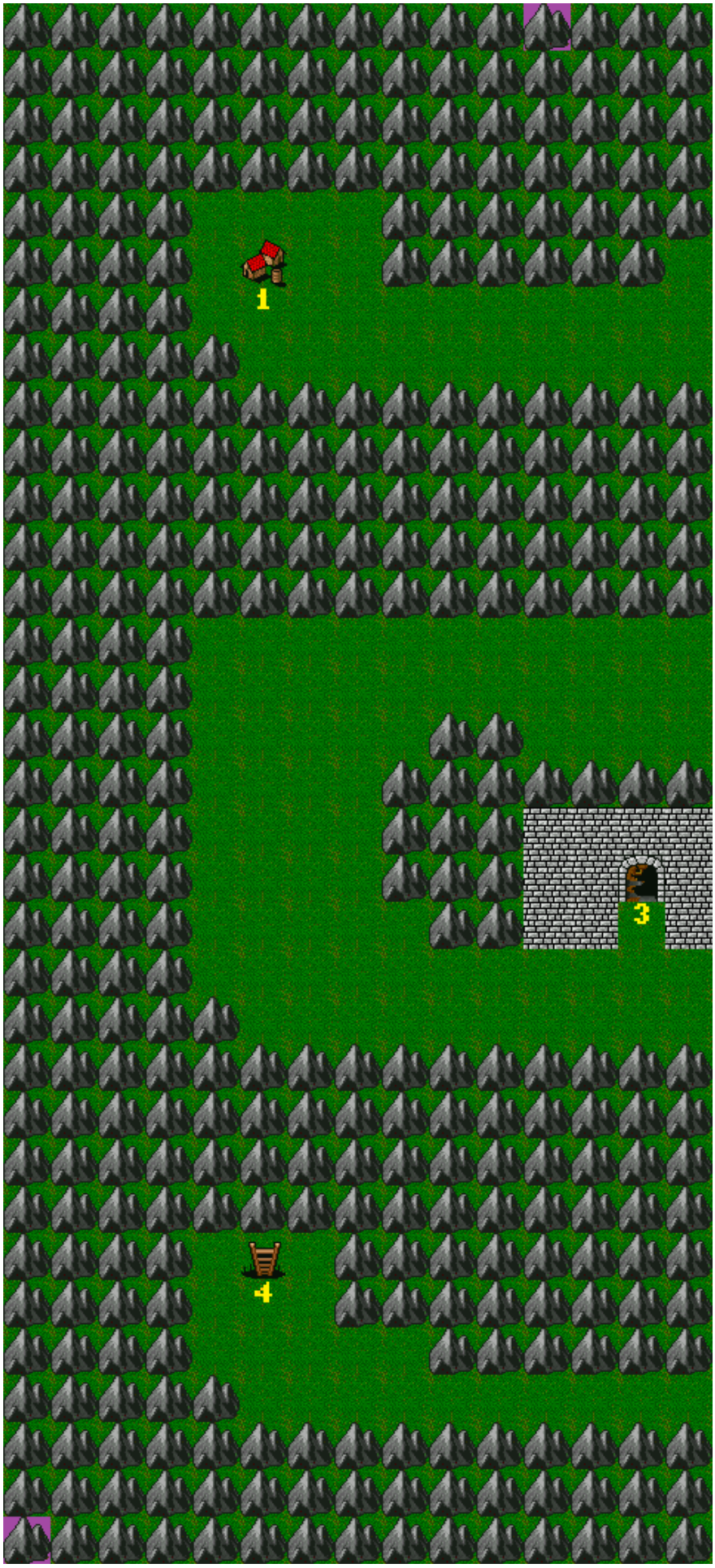
This is your first battlefield. There are only four points of interest here. They are:

① **The Village** – Return here to heal and buy new armor and weapon.

② **Dragon Island** – Level 2 monsters and a single level 3 Dragon live here.

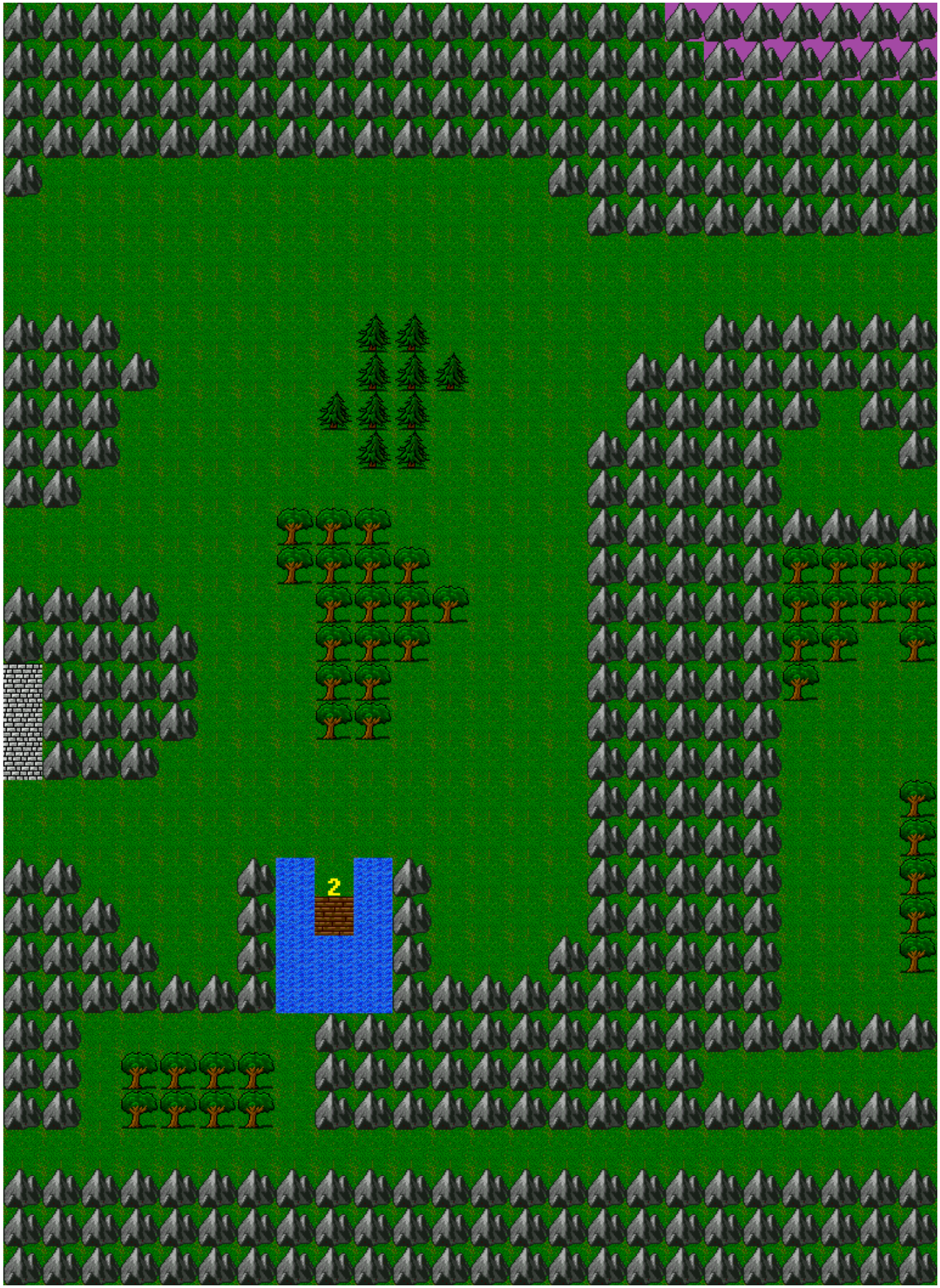
③ **Skeleton Castle** – Level 2 Skeletons galore reside within.

④ **The Long Cave** – This cave exits in paradise. There are many level 3 and 4 monsters to fight as well as a level 5 Dragon guarding the exit.



You will face three level 1 monsters here in The Valley:

Level:1 Ghost HP:4	You defeated the Ghost You found 4 gold You gained 1 experience.
Level:1 Lizard HP:4	You defeated the Lizard You found 4 gold You gained 1 experience.
Level:1 Snake HP:4	You defeated the Snake You found 4 gold You gained 1 experience.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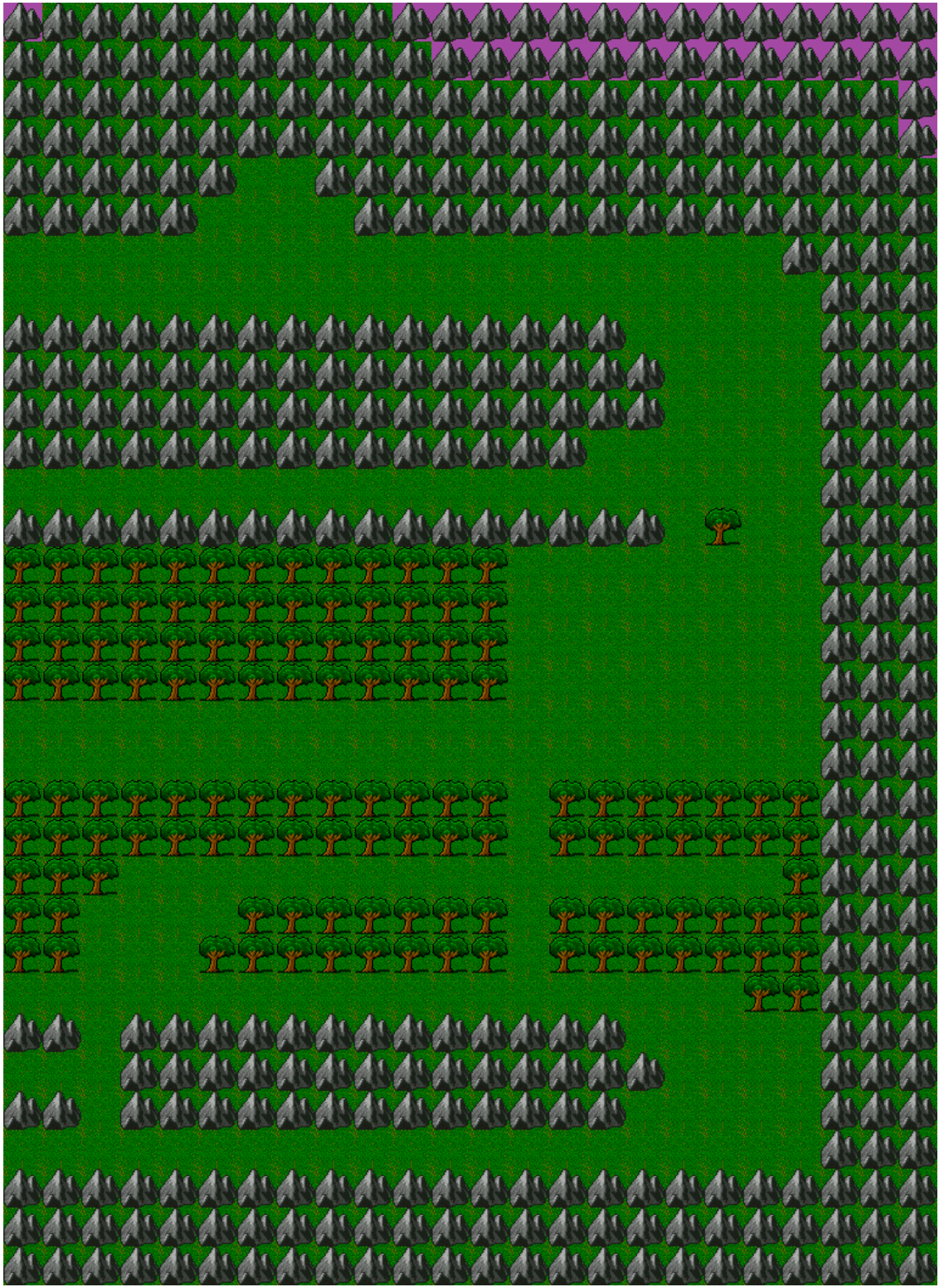

The Valley Walkthrough

When you first exit The Village as a first level hero, you may feel worried about your first battle. At level 1 you only have 18 hit points, no experience, no armor or weapons, only 1 point of strength and 1 of defense, and no gold. But it's not as bad as it seems.

LEVEL 1

Only level 1 monsters live in The Valley and they only have 4 HPs. All combat in this game is one-on-one and you always get first attack, so it is possible to kill the monsters with your first blow and never take any damage. {not at level 1 or 2 though}

The damage you deal out appears to be your Strength plus any Weapon bonus. The amount of damage you receive is the monsters Strength minus your Defense and any Armor and Shield bonuses. {I don't know the actual formulas the game uses, but that's my best guess}

At level 1 you only do 1 point of damage to your opponent. At lower levels it is also possibly to miss completely. You seem to miss about 1 in 4 attacks, but the baddies miss sometimes too, about 1 in 2. {again just a guess} It takes 4 hits to kill the baddies.

The good news is you only need to kill six monsters to move to level 2, where your Str and Def go up. This benefit is instantaneous, training by combat. Your maximum HPs also go up but you must visit the Healer to gain these new points.

LEVEL 2

RandyMan tip: If at any point at level 1 or 2 your HPs drop below 4 jump into The Village and HEAL. If you can reach level 3 without wasting any gold, great.

After killing your first 6 monsters you have 24 gold. Not enough for shopping yet, so let's earn some more.

Once reaching level 2 you now deal 2 points of damage and are harder to hit. You also only miss maybe 1 in 8 attacks. 2 hits will now kill level 1 monsters. Kill 12 more to reach level 3.

LEVEL 3

After 18 kills you now have 72g. At this point the only thing you can buy is either a Club or Padded Armor. But don't waste the money on these, read on:

Now at level 3 you can hit for 4 points of damage and that's bare handed, killing all level 1 monsters with one blow and you never seem to miss now. {at least not against level 1 baddies} Assuming you are still above 4 HPs (if not go and HEAL) it's time for your first 'Kill Run'.

Position yourself 2 spaces below The Village in the corner formed by the mountains:

Now move all the way to the east end of The Valley killing any baddies that appear. When you hit the east wall turn around and head back west. Rinse and repeat. You need to get 50 baddies to reach level 4. It's a tedious process, but remember you now kill with one blow and should not get hit yourself.

The Valley Walkthrough (cont.)

LEVEL 4

After hitting level 4, return to The Village to shop. You should now have 272g, if you didn't have to heal earlier. Buy and equip the Leather Armor (100g), Wooden Shield (50g) and Copper Short Sword (100g). HEAL and SAVE.

At this point your stats should look something like this:

If you wish, you may choose to continue 'ninja' style, unarmed instead. The next area we will be visiting contain relatively low level monsters that can be defeated bare fisted, why waste gold if we don't have to.

It's now time for your first 'dungeon', in this case Dragon Island. Move to the Dock to the center and south of The Village, tap GO and upon entering the island, SAVE your game.

(A quick Map note – if you see a map tile with a magenta border, these tiles represent squares that are not actually visible during gameplay.)

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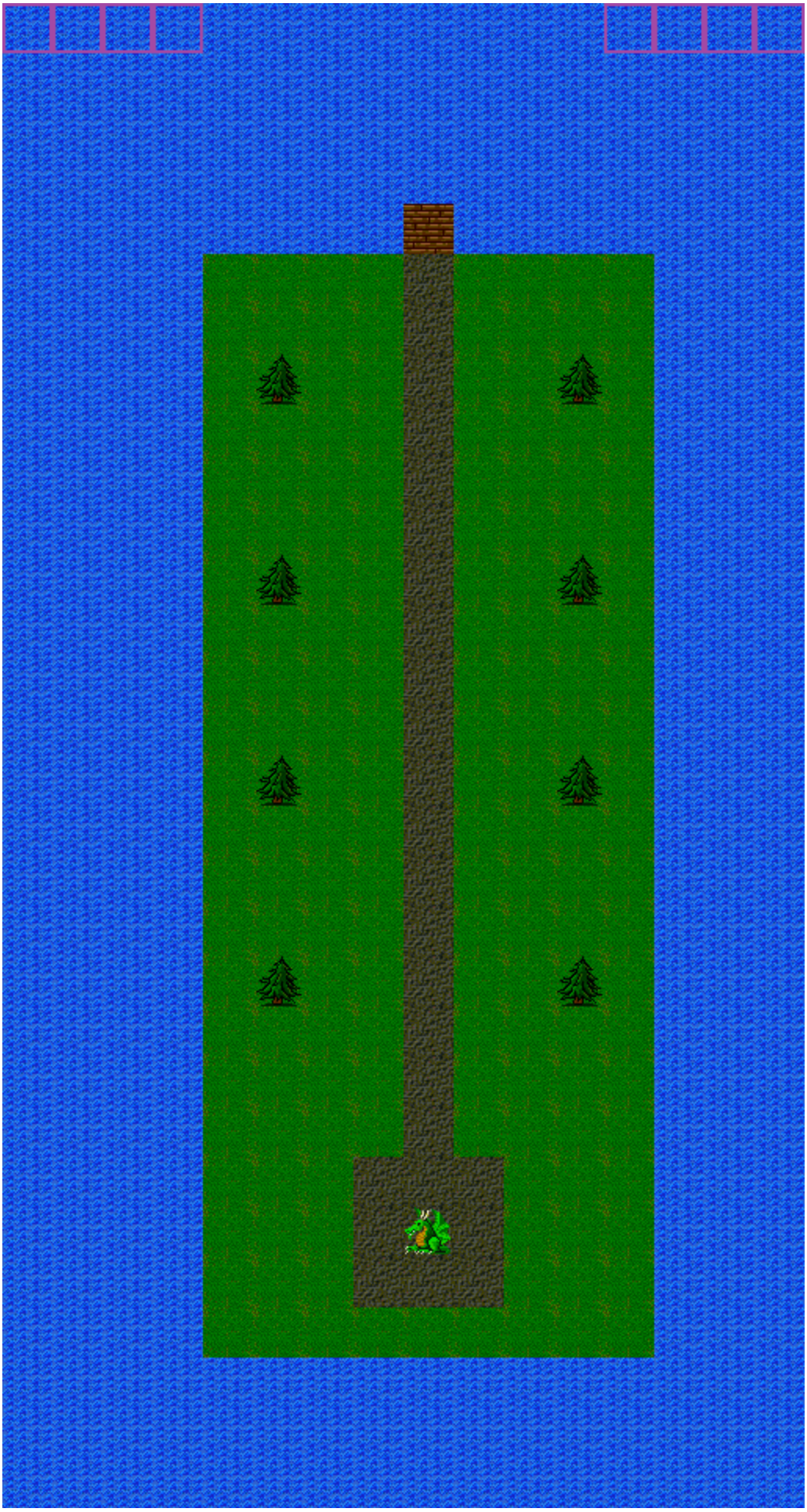
Dragon Island

This is the first real ‘dungeon’ to begin adventuring in. The Valley was really just a training ground to get you up to speed on the basic gameplay of the Saga game and to build up your hero for the true battles ahead.

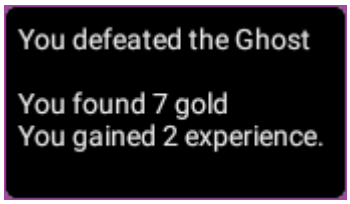
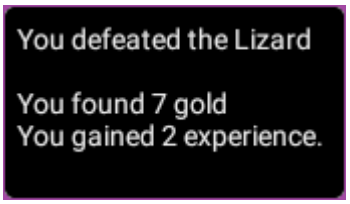
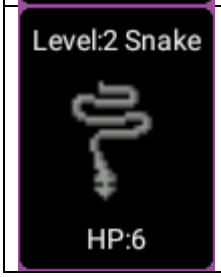
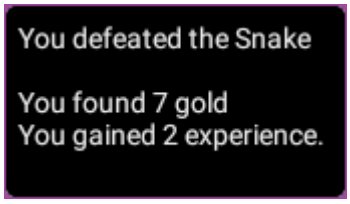
There are again only 3 ‘wandering’ monsters to face here. They are now level 2 and slightly stronger than those in The Valley.

There is also the first ‘fixed’ encounter in the game, the Dragon that sits in the plaza at the south end of the island.

All ‘fixed’ encounters (also known as “level bosses”) in this game are visible on the Map screen and you must tap the FIGHT button to begin combat when standing next to them. Bumping into them will not begin combat automatically unlike the wandering monsters that only appear after you ‘find’ them.



Dragon Island Monsters

Dragon Island Walkthrough

LEVEL 4

If you've followed this walkthrough so far, your current level, weapons and armor will allow you to achieve one hit kills on all level 2 monsters here. Ignore the Dragon for now and wander around killing monsters until you reach level 5.

When this is done you will have gained 532g. Return to The Village and buy the Copper Long Sword (500g). Equip it, sell the Short Sword if you wish.

Or you may continue ninja style a little longer to save gold.

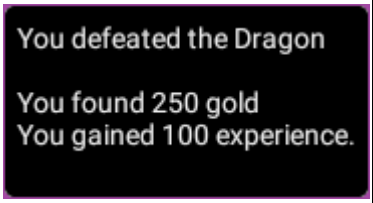
LEVEL 5

You can now face the monsters in Skeleton Castle. Don't worry; we will come back for the Dragon after we get a little more experience.

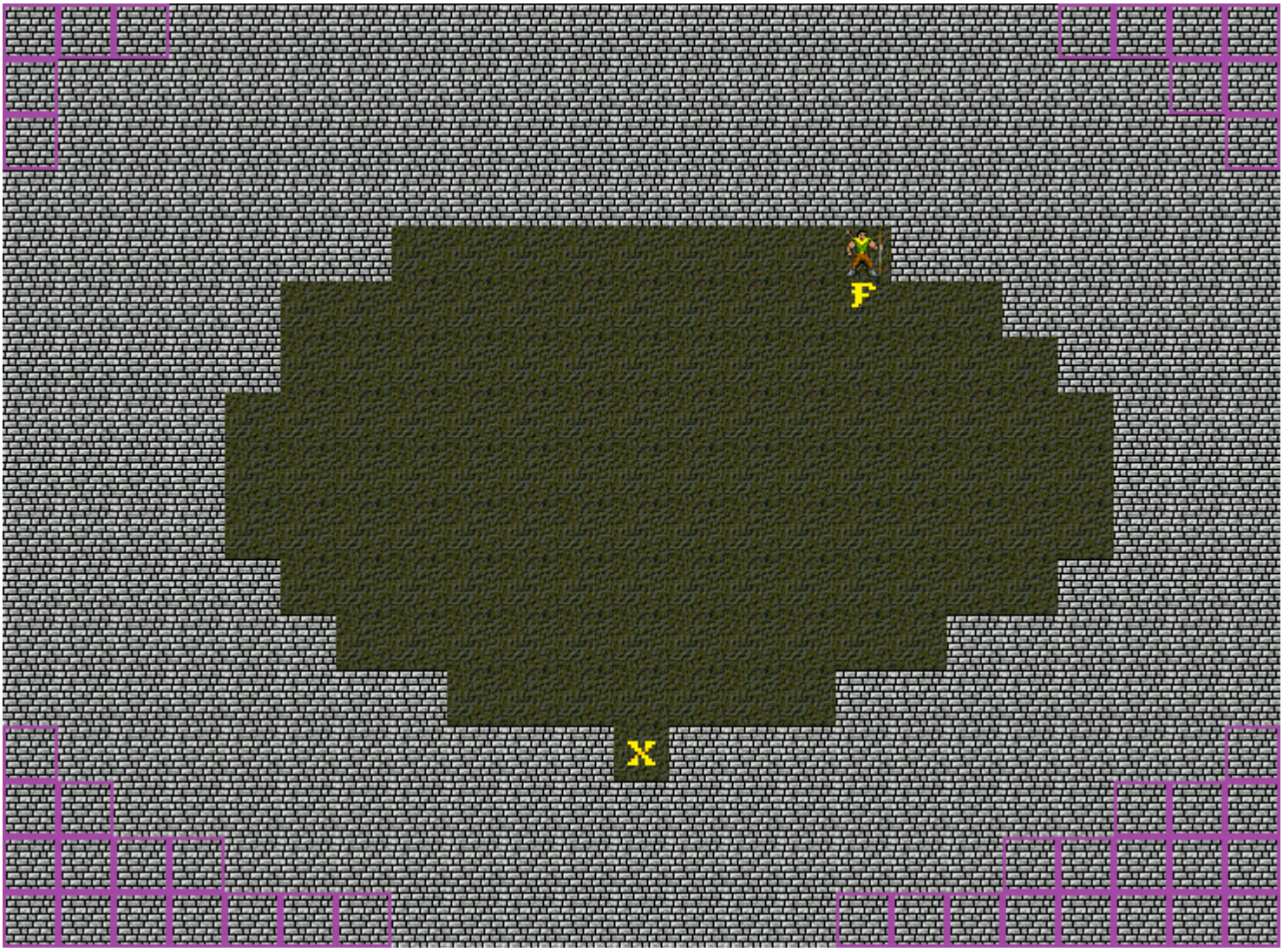
RandyMan note: Throughout this walkthrough, you may have noticed that I will never intentionally send you against enemies too high above your level to defeat. You are always welcome to ignore this and play your own way. This walkthrough is simply the most logical way to win the game.

The Dragon

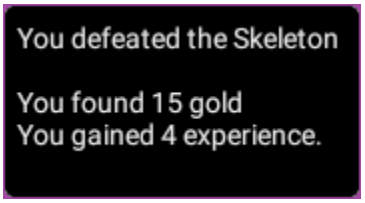
Killing the Dragon gives you a goodly amount of experience and gold. Once defeated he, and all similar fixed encounters later in the game, disappear and the space on the Map he was blocking is now passable.



Skeleton Castle

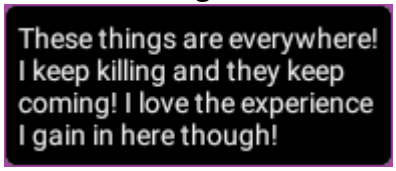


You enter and exit the Castle at the single square at the bottom center. (There is no door graphic here, but the GO option appears when you stand in the right spot. 'X' marks the spot. There is only 1 kind of monster to fight here and a single villager to talk to.



Randyman note: Based on their hit points, I believe these should be level 2½ or even 3. But I didn't write this game so whatever!

Villager F



Skeleton Castle Walkthrough

LEVEL 5

After entering here start killing Skeletons to achieve level 6. The Skeletons you face here will sometimes get you 14g and sometimes 15g. All monsters going forward will vary like this, sometimes having a few extra points of HP, gold, or Exp even among their own level class.

Move up 5 spaces from the entrance and you can begin an east to west kill-run here.

LEVEL 6

Return to The Village and buy Chain Mail (500g) and Copper Shield (200g). Or continue bare handed just a little longer.

Come back here and kill until level 7.

LEVEL 7

Now you can afford the final item available in The Village, the Iron Short Sword (1500g). Go get it.

If you've made it here without buying any weapons or armor, now's the time to buy Chain Mail, Copper Shield and Iron Long Sword.

Go back to Dragon Island and kill the Dragon. Return here and continue the slaughter until you reach level 8. It's now time to prepare to leave our little valley for brighter pastures. It's time to visit The Long Cave.

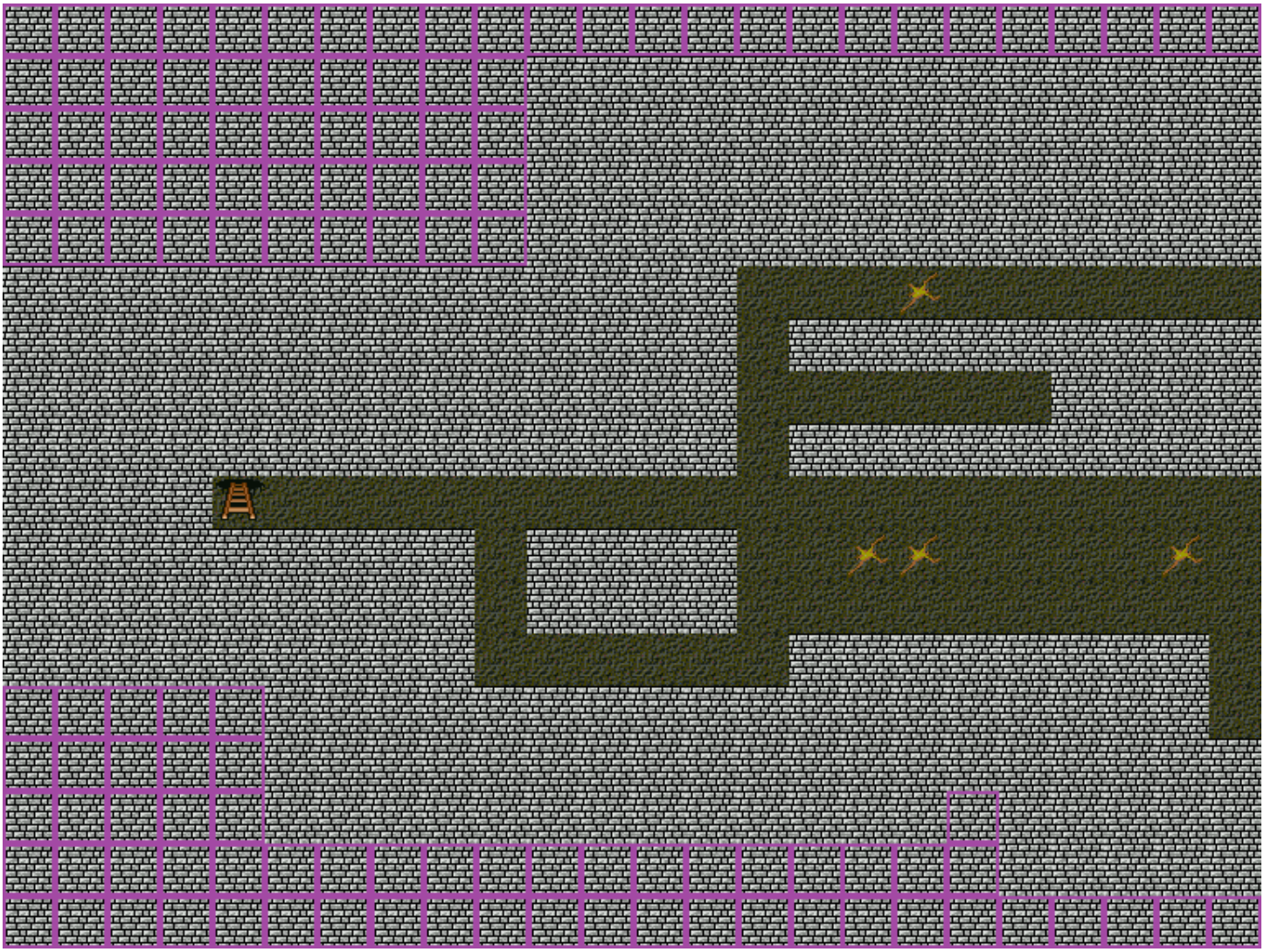
LEVEL 8 note:

So far I have only sent you to areas where your hero always gets one-hit kills, except at level 1 and 2. The Long Cave as a level 8 hero will break this pattern. A few of the monsters there will need 2 hits, but their counter attacks will only do 1-4 points of damage against you. You can of course stay here and wait until level 9, but at only 4 Exp. for each Skeleton killed this will be a slow process.

If you go for the cave now you will make level 9 faster and probably without taking too much damage. Of course you can always escape back up to The Valley and The Village if you do need to heal.

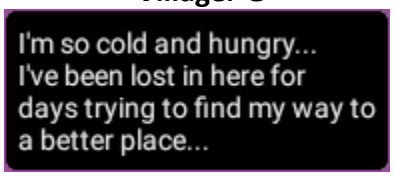
Either way, onward… and upward! (well, actually, since we are going underground, I guess that would be, onward… and downward!)

The Long Cave



When you need to exit this cave on The Valley side GO up the ladder at the west end of the cave. There are 6 different monsters in the cave and a single villager to speak to here, as well as another Dragon guarding the eastern exit of the cave.

Villager G

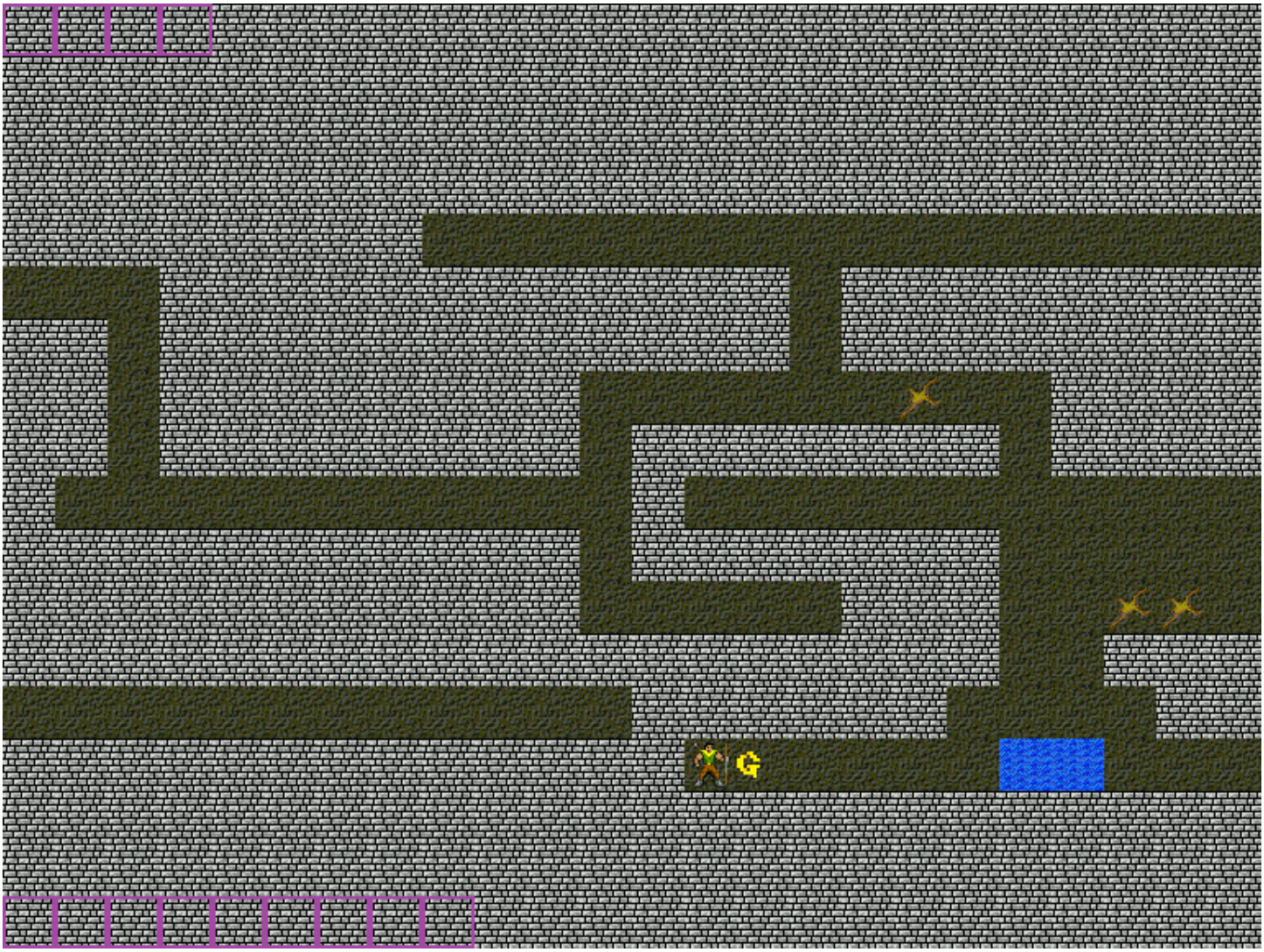


The Long Cave Walkthrough

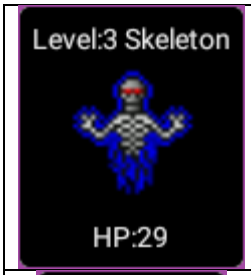
LEVEL 8

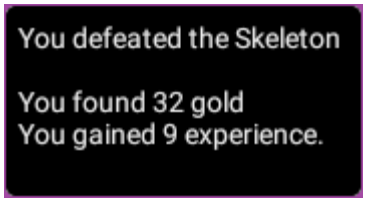
Stay close to the exit ladder and kill as many monsters as you can until your HPs drop and you need to escape up to The Valley and The Village to heal. Repeat until you reach level 9. Then skip ahead 3 pages…

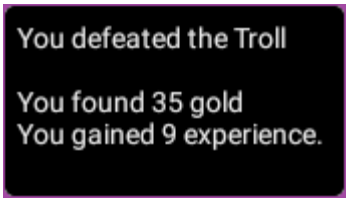
The Loong Cave (cont.)

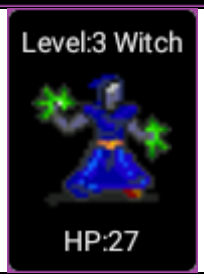


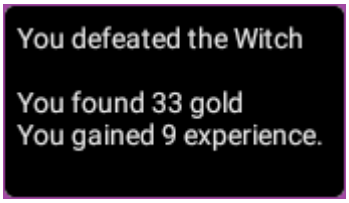
Level 3 Baddies







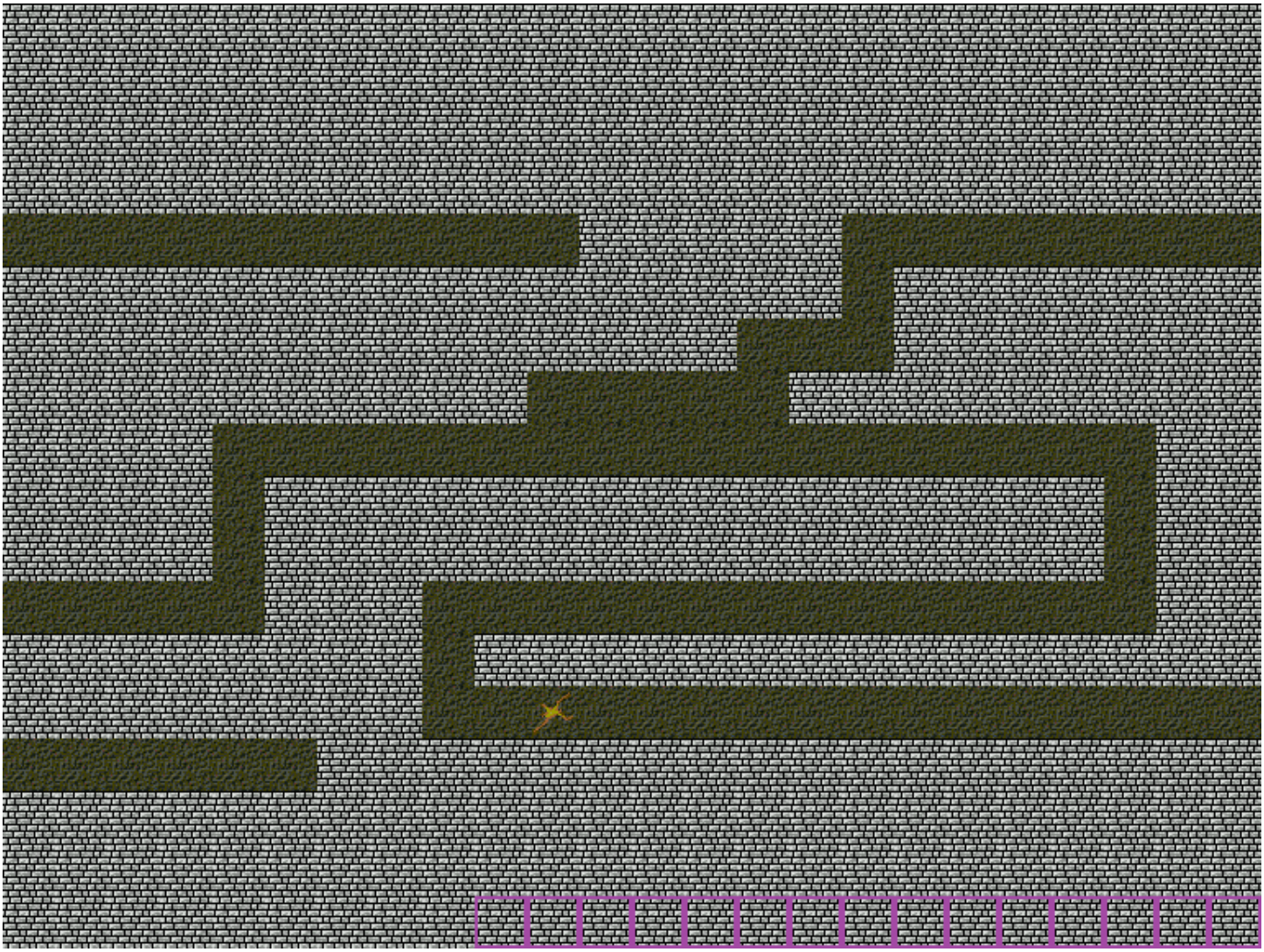




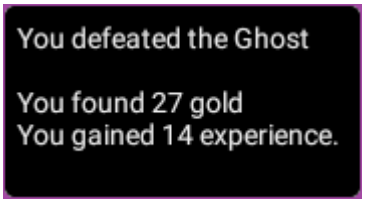
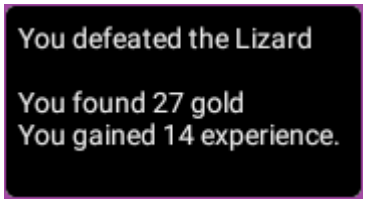
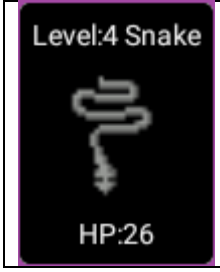
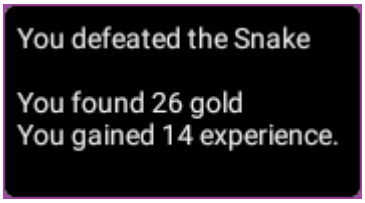
These monster and all that follow have a bit more variety. Although there are only 3 types, they have more range in their HPs and gold.

HPs 27-29 gold 32-35

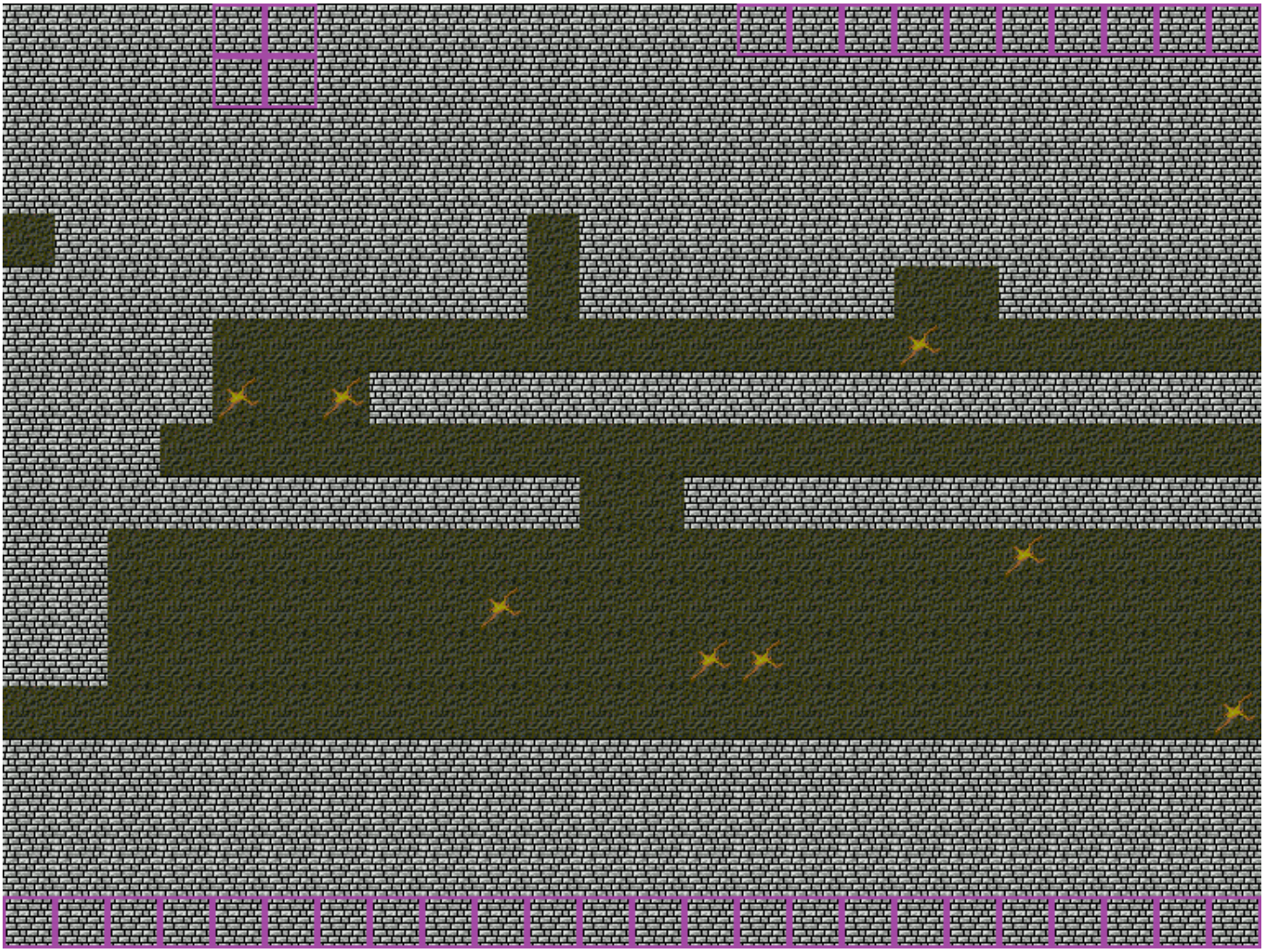
The Looong Cave (cont.)



Level 4 Baddies

			
		Like their fellow cave dwellers, these guys also vary in HPs and gold, as well as Exp. HPs 25-27 gold 25-27 Exp 14-15	

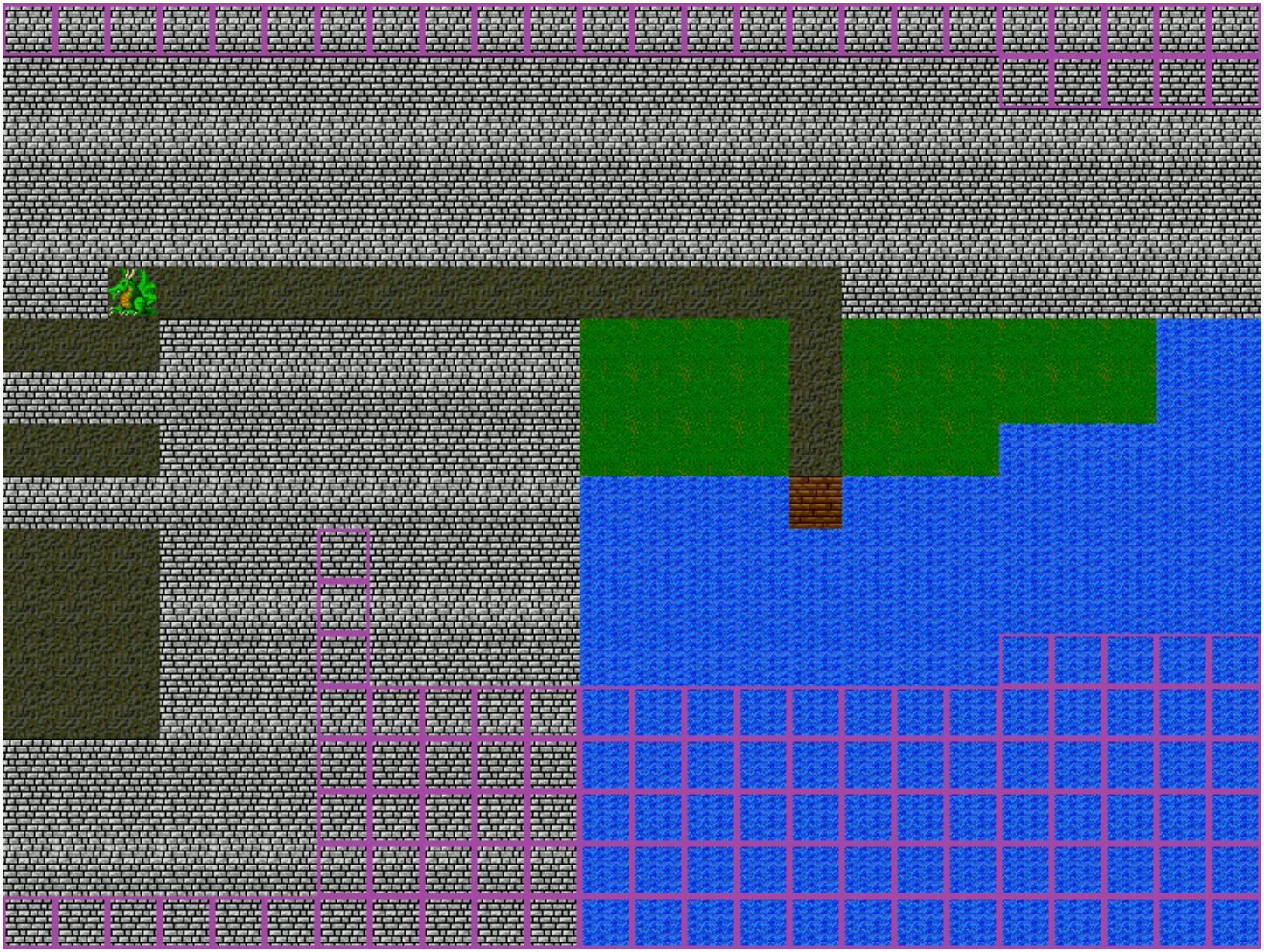
The Loooong Cave (cont.)



The Long Cave Walkthrough (cont.)

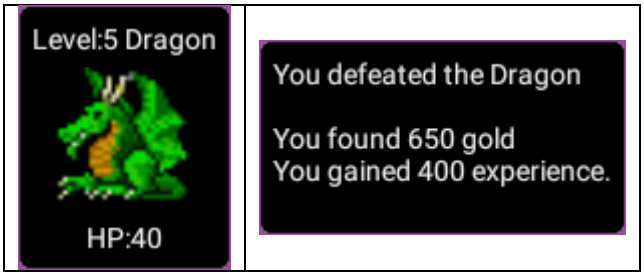
LEVEL 9
After reaching level 9, you can fly through all of the monsters quite easily. Fight on until level 10.
LEVEL 10
At level 10, dispatch the Dragon and stay in the cave until you reach level 11 than follow the path beyond to the exit dock.

The Looooong Cave (cont.)



Did I mention this is a long cave?

The Dragon



Exiting The Long Cave

After defeating the Dragon it is only a short walk to the dock to the east where you will be transported to Paradise Island. (or should that be Themyscira?)

The Looooooong Cave (ends)

The End… (…of The Long Cave)

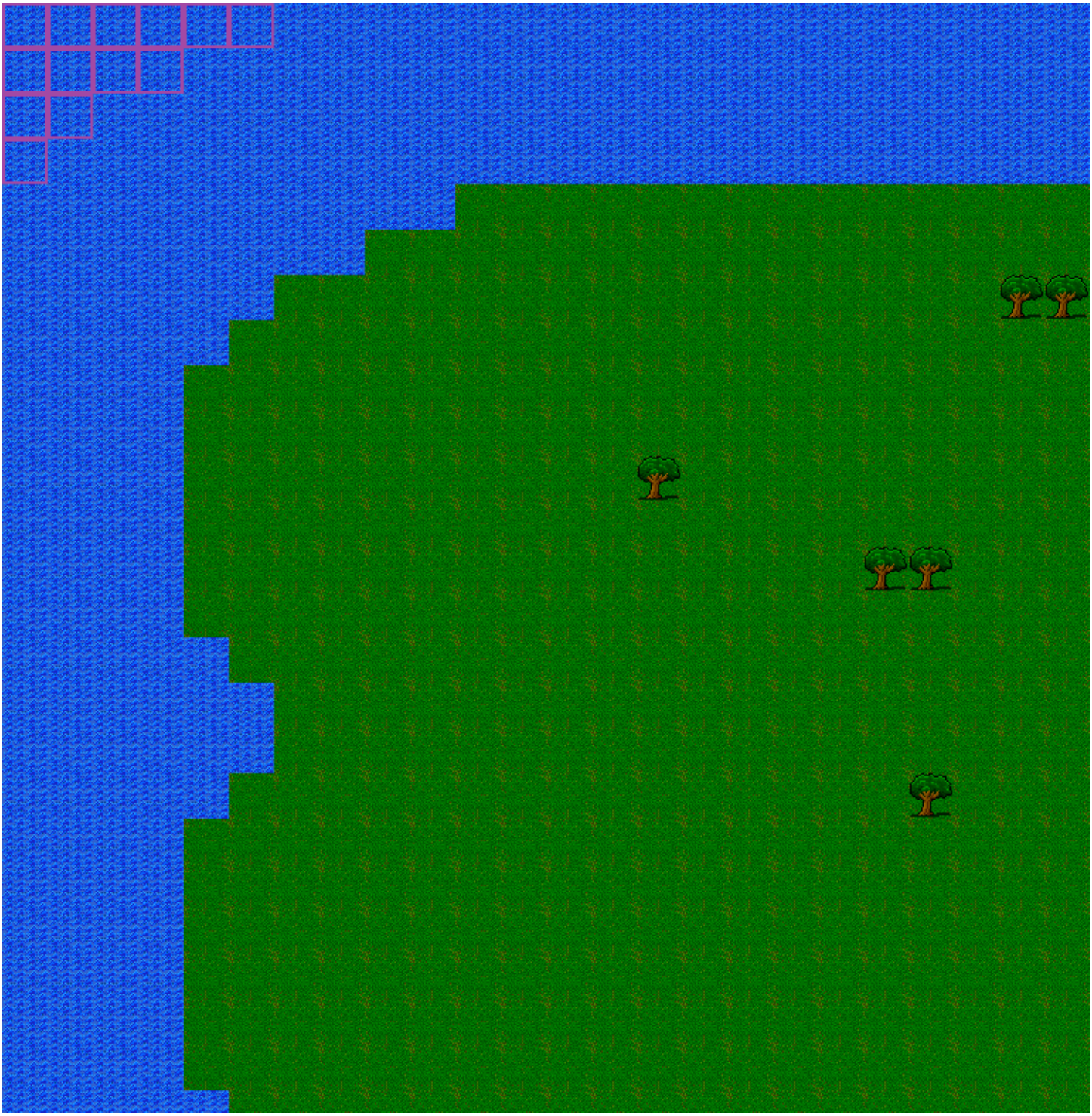
RandyMan note:

You will notice that some of the “paved” path tiles here in the cave (and later in Dragon Castle) appear to have runes or possibly cracks revealing “lava” below. When I first saw these I thought that stepping on them might cause minor injury, but they are only there for scenic variety apparently!

Paradise Island

"My dear guests, I am your host, Mr. Roarke. Welcome to *Paradise* Island!"

Just kidding, but welcome to the final wilderness area of Saga RPG. The battles you will face here are the hardest you have experienced yet. The Town is split into 2 hidden parts and the 1 dungeon, 'Dragon Castle', contains many tough monsters as well as the dreaded Dragon King. Get ready for the final battle for the fate of the Saga world…



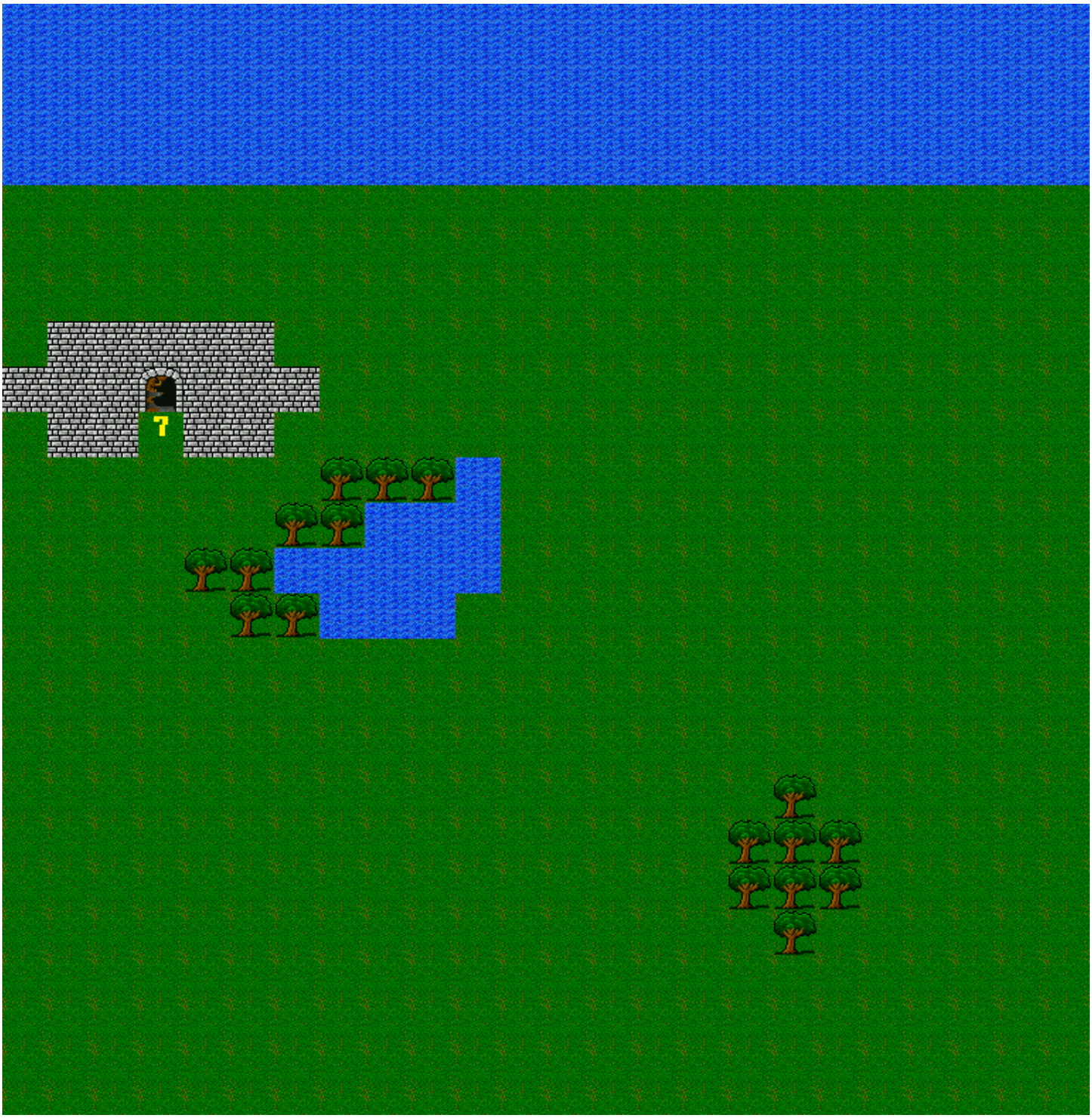
Paradise Island

Points of Interest here are:

④ The **Dock** back to The Long Cave ⑤ The **Town**, pt. 1 ⑥ **The Town**, pt. 2

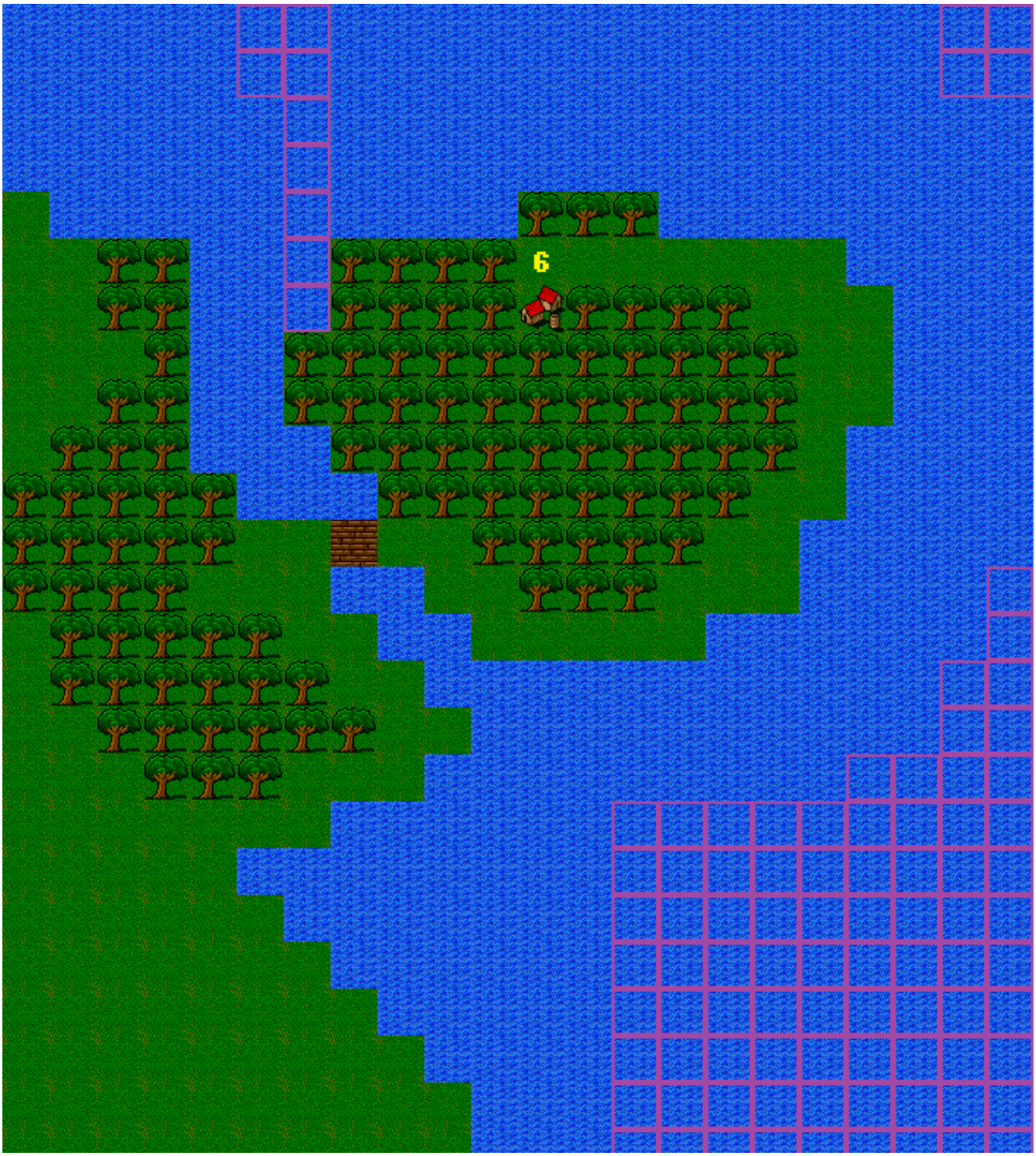
⑦ **Dragon Castle**

Seen below is the Dragon Castle ⑦, site of the climactic final battle of your quest.



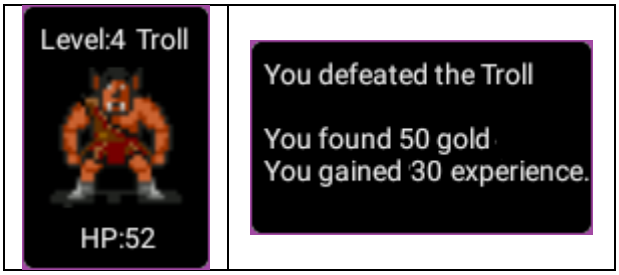
Paradise Island

Here you see the entrance ⑥ to the second half of The Town.
You will find the armory and weapons dealer here.



Paradise Island Monsters

Level 4



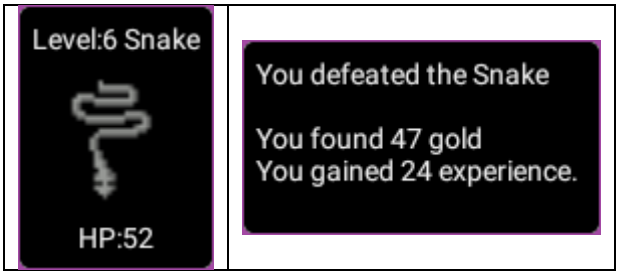
The troll's range is:
50-55 HP
50-55 gold
29-31 Exp

RandyMan note:
This guy is way too tough for a level 4 monster, he should be listed as a level 6.

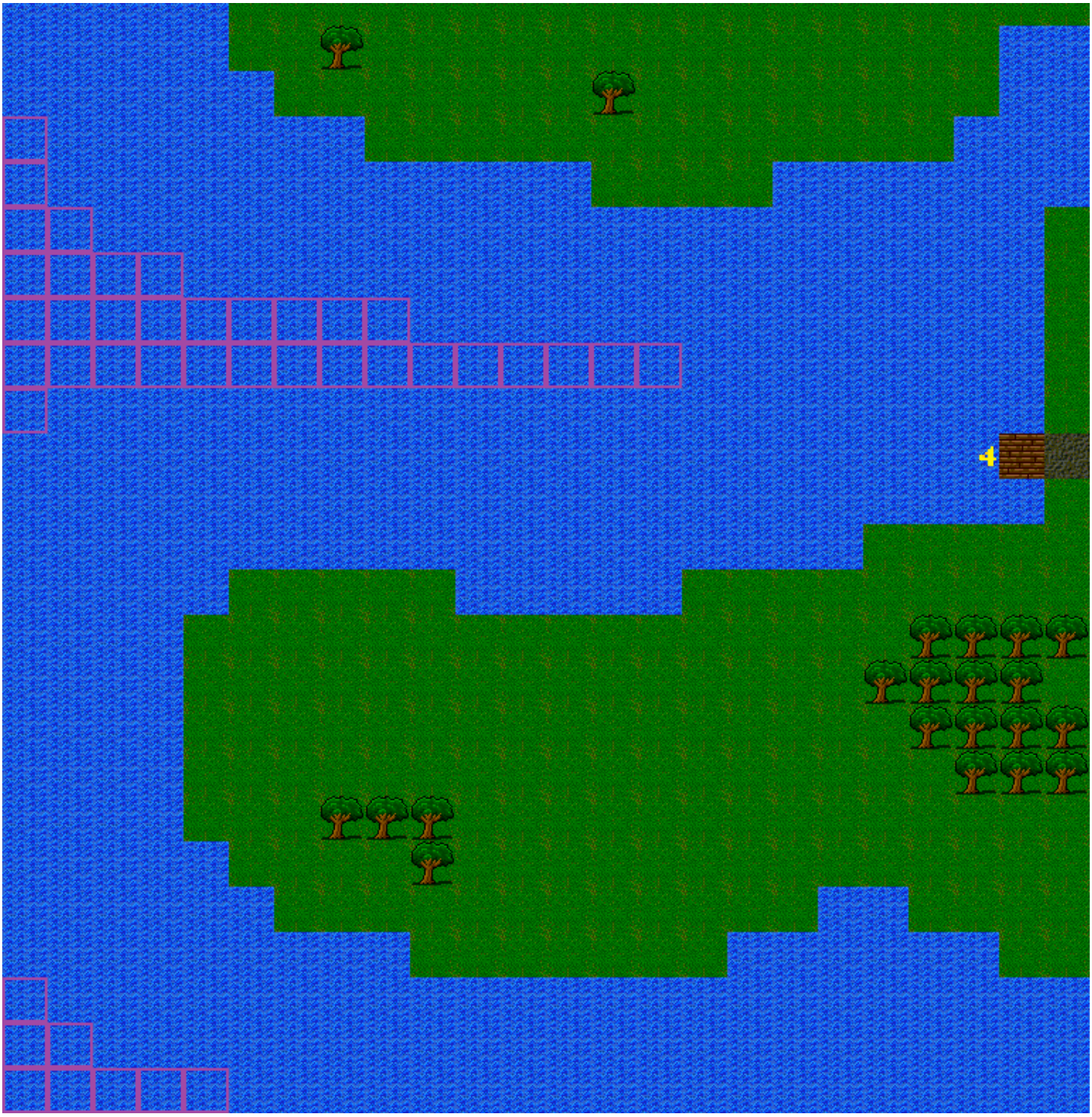
Level 5

These guys have a
Stat range of:
36-39 HP
33-35 gold
18-19 Exp

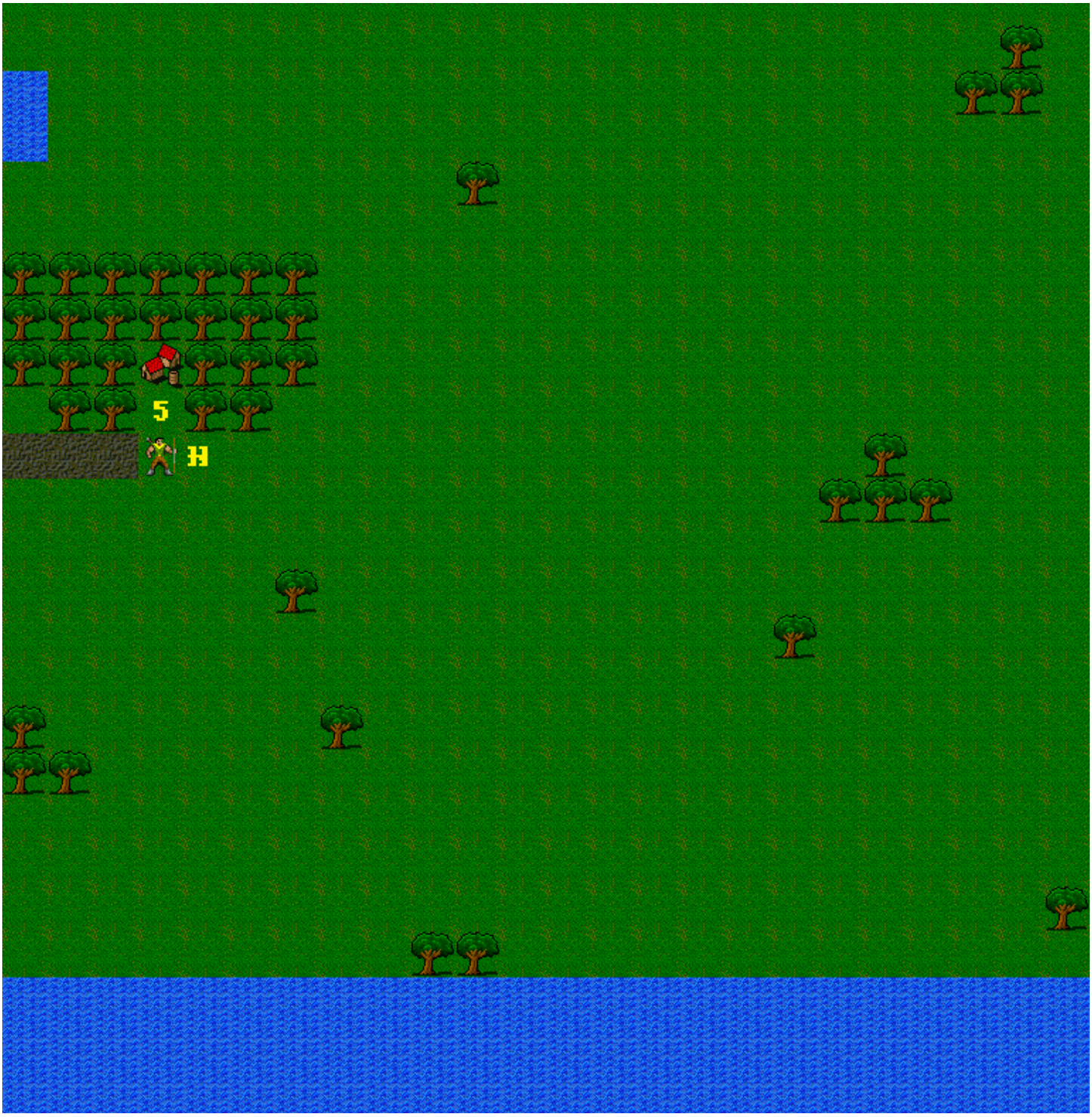
Level 6



The snake's range is:
50-57 HP
47-51 gold
23-25 Exp



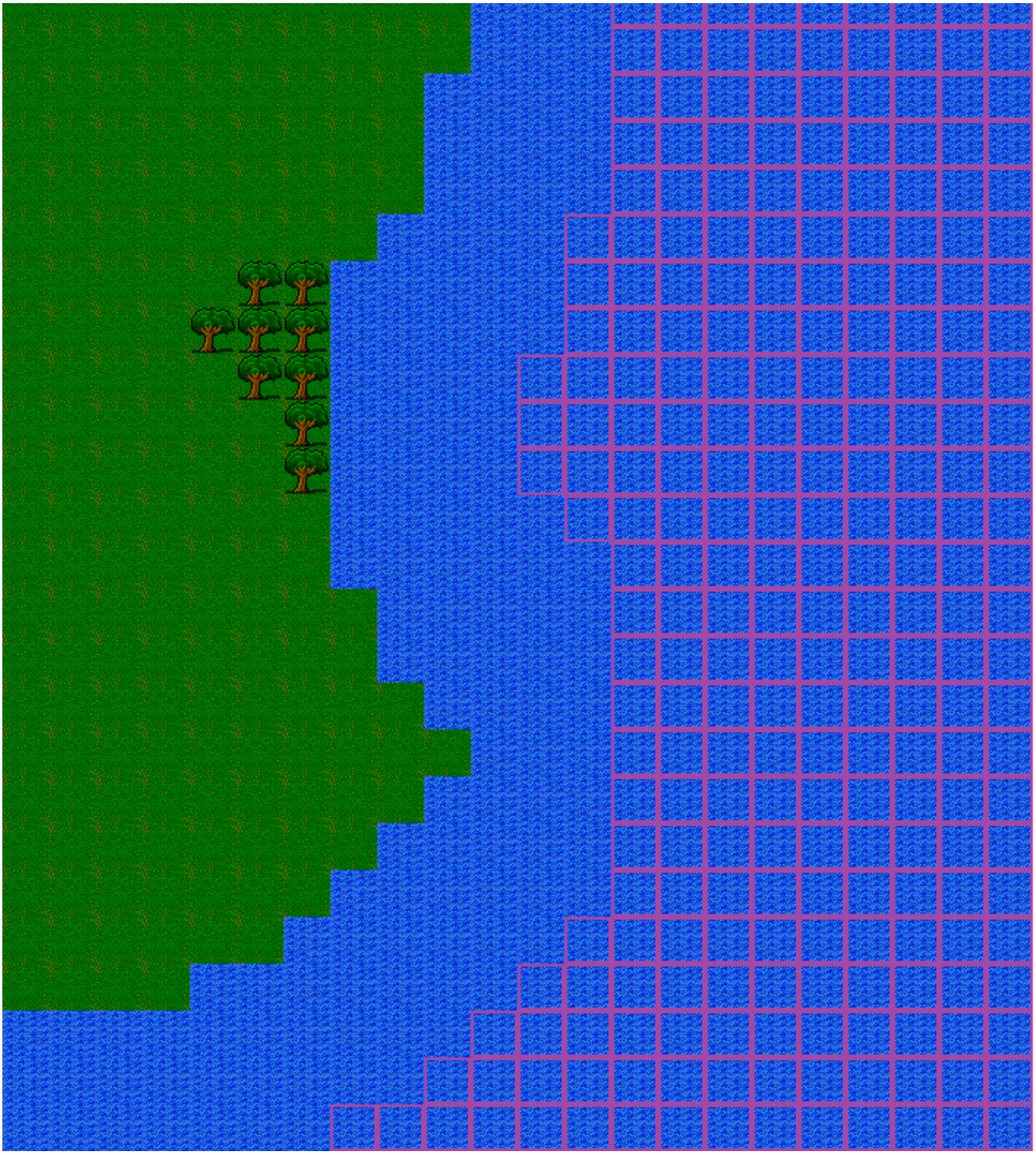
Above is the dock ④ where you first arrive on Paradise Island. It will also return you to The Long Cave and The Valley if you wish.



Here is the entrance ⑤ to the first half of The Town. It contains the Healer and the Video Store (non-working, of course). Note also the villager who greets you when you arrive:

Villager H

Welcome to paradise! If you see Brice Lainey or Briley please tell them I said Hi!



RandyMan note: Is it just me, or has anyone else noticed that Paradise Island looks a lot like the dinosaur skull logo from Jurassic Park. Awesome movie series by the way.

← like looking in a mirror →

Paradise Island Walkthrough

LEVEL 11

The monsters roaming Paradise Island are quite powerful. After arriving here, heal in the first half of The Town (it costs 125g to HEAL here but for the moment money is not an issue). After healing head immediately to the second half of The Town in the northeast corner of Paradise. After all the fighting in the cave and on your trip northeast you should have over 10,000g. Buy and equip the Steel Armor, Iron Shield and Steel Long Sword.

RandyMan note: In the stores you will notice the Items of Legend. They are very expensive so do not expect to be able to afford them for some time yet. If you manage to buy any of them before your final confrontation with the Dragon King, buy the Sword of Legend first, than the Armor and lastly the Shield.

Now wander around the island fighting the wandering monsters until 12th level. With your new armor and sword most of them will still represent a challenge, so stay close to town to HEAL as needed.

LEVEL 12

Continue fighting on the island until you reach level 13.

LEVEL 13

By level 13, only the mislabeled level 4 Troll and level 6 Snake will get hits against you (only 2-5 HPs), so build yourself up to level 14.

LEVEL 14

Go HEAL yourself back to full health. Now it's finally time for Dragon Castle…

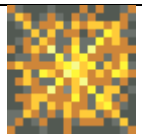
The Town, pt. 1

This little town is divided into 2 parts. This first half is located a short walk from the arrival dock from The Long Cave.

The other half is hidden away on a tiny island to the north-east of here.

There are two villagers to speak with here.

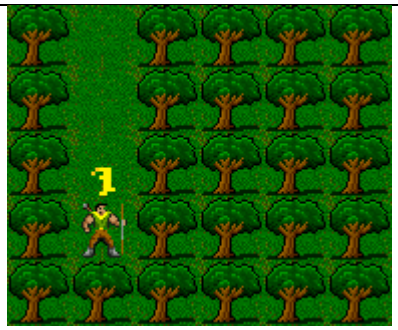
Video Store



To the west side of The Town is the Video Store. Here you may watch an ad to earn 150g.

Randyman note: This option does not seem to work, possibly because Google Play Store no longer supports this game.

The Video Store was added in version 1.1.15. Before then the west end of The Town looked as pictured below:



Healer

Healing here costs 125 gold. Resurrection is still the standard 20% of your gold.

Expensive I know, but the monsters on Paradise Island drop a lot more gold than those in The Valley.

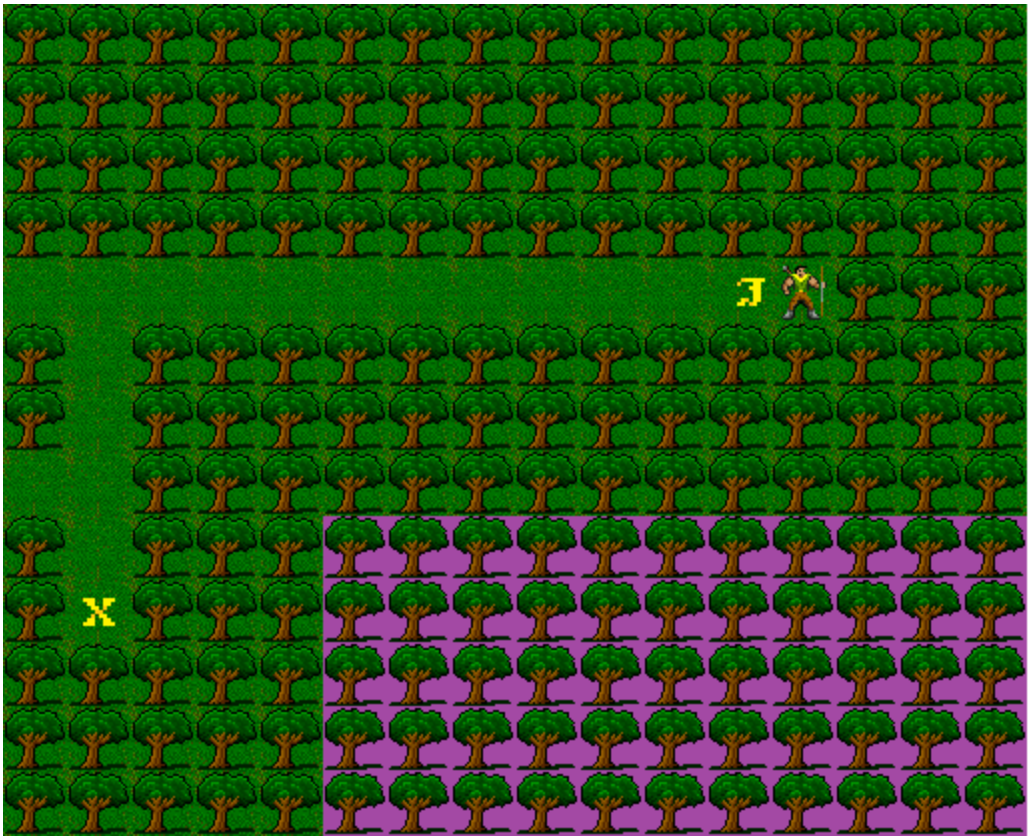
If you die in Paradise, you will resurrect here.

Villager I

This is a very large island with much to see. Do not rush to leave.

Villager J

There is a very powerful dragon in a cave north from here. I suggest you bring a very strong sword. There is a lot to slay there!



Unlike The Village, The Town does not have a wall for protection. Instead they rely on the surrounding forest to keep themselves hidden away, so there is no exit gate.

When you are ready to continue your quest, simply move to the spot on the map marked ‘X’ and GO through the secret passage in the trees.

When you are ready to go shopping, seek out the other half of The Town to the north-east corner of the island. There you will find many powerful and expensive weapons and armor.

The Town, pt. 2

The second half of The Town is the shopping district. It is a long and dangerous trek from the Healers section, but the weapons and armor are worth the trip.

The entrance/exit is marked with an 'X.'

The villagers you meet here are excellent salesmen extoling the great items for sale in this town.

Armor Shop

To the west side of town is the armorer, who offers the following:

item	cost	bonus
Iron Chest Armor	700g	Def+5
Full Iron Armor	1400g	Def+12
Steel Armor	3400g	Def+32
Armor of Legend	30000g	Def+110
Iron Shield	500g	Def+4
Shield of Legend	20000g	Def+70

Weapon Shop

To the east side of town is the weapon smith, who offers the following:

Item	cost	bonus
Iron Long Sword	2000g	Dmg+12-16
Steel Short Sword	2500g	Dmg+16-18
Steel Long Sword	3000g	Dmg+22-26
Sword of Legend	30000g	Dmg+80-95

The weapons of Legend are the very best the game has to offer, but extremely expensive. Don't expect to be able to afford them until very late in the game.

Villager K

Fine armor is sold here. We like to keep our shops a secret hidden here in the woods. The items of Legend are top of the line!

Villager L

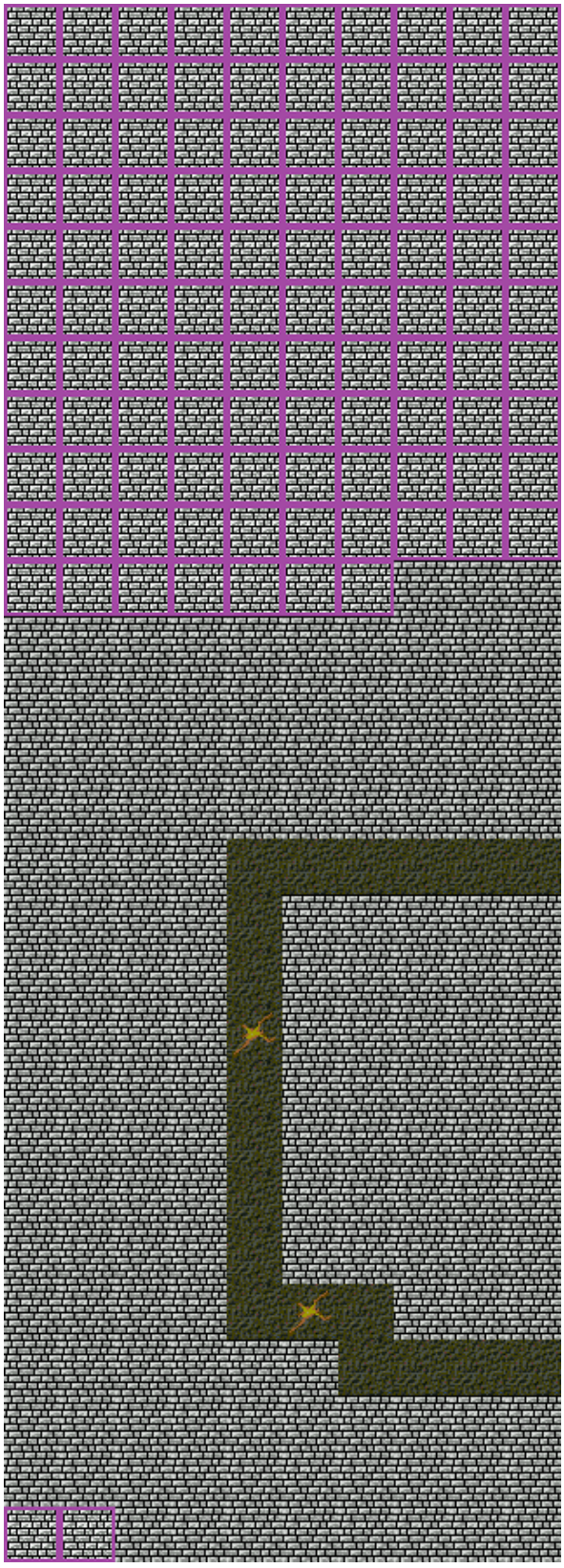
This is the only merchant who sells a Sword of Legend. This sword will cut through the toughest enemies with ease. I would love a sword like that!

X
L

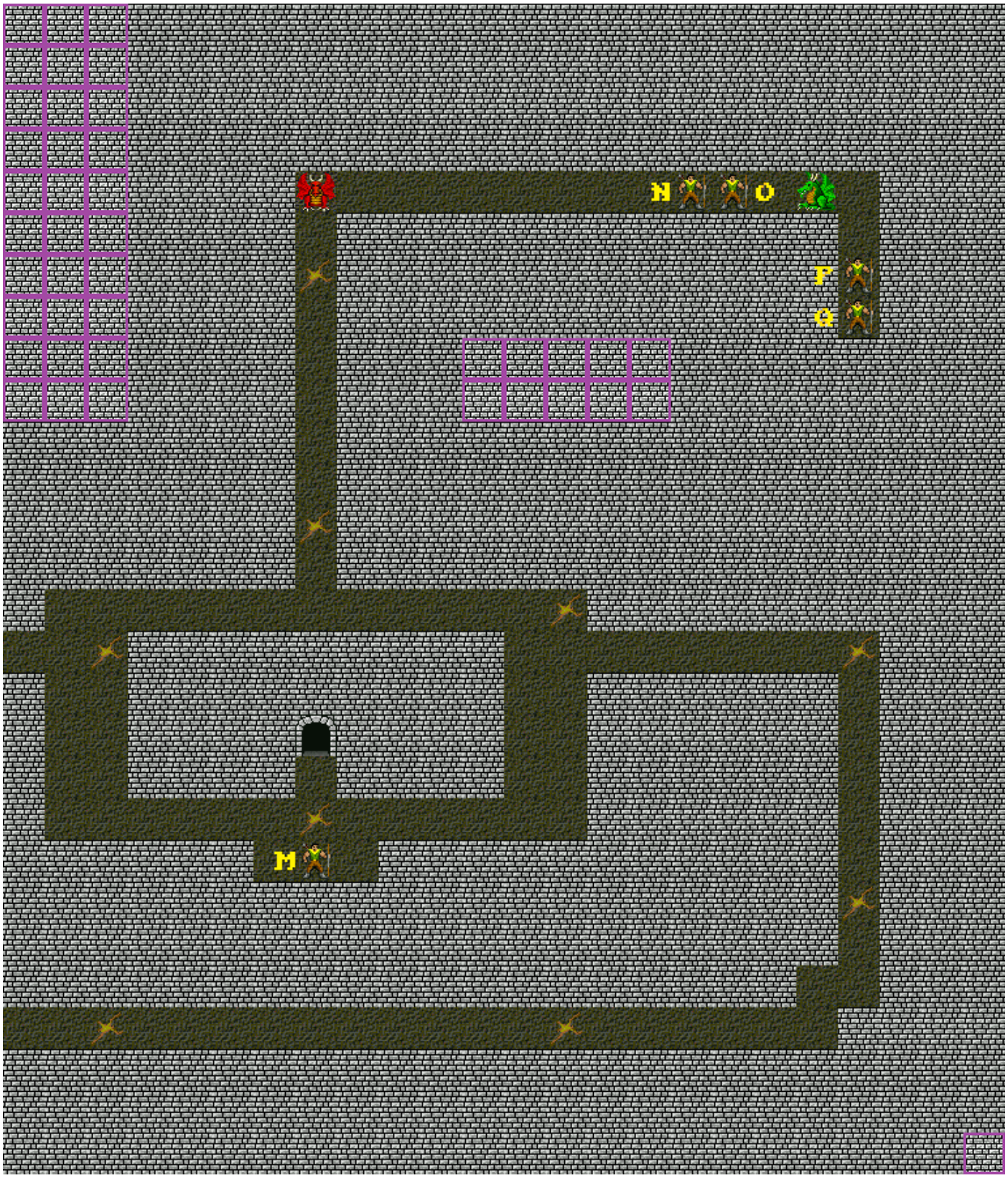
Dragon Castle

This is your final battlefield. These are the monsters you will face in Dragon Castle:

Level 5	
Level:5 Troll HP:78	You defeated the Troll You found 71 gold You gained 36 experience. Should be level 7
Level 6	
Level:6 Ghost HP:52	You defeated the Ghost You found 51 gold You gained 23 experience.
Level:6 Skeleton HP:105	You defeated the Skeleton You found 102 gold You gained 46 experience. Should be level 8
Level 7	
Level:7 Lizard HP:58	You defeated the Lizard You found 75 gold You gained 28 experience. Should be level 6
Level:7 Snake HP:54	You defeated the Snake You found 74 gold You gained 28 experience. Should be level 6

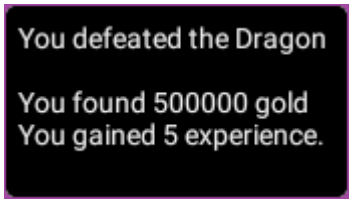


All of these monsters (except the level 6 Ghost are woefully mis-rated. The level '5' Troll is actually tougher than the level '7' Lizard and Snake. (who are more on a par with the level 6 Ghost.) And the level 6 Skeleton is tougher still, more like a level 8!



There are also 2 Dragons to kill (one the Dragon King himself) and 5 villagers to talk to here.

more like a level 9



could be considered level 0

Villager M

It's so dark in here. I keep hearing loud noises that are terrifying. You should go back before you get hurt!

Villager N

Hi - I'm Brice. Congratulations! You have destroyed the Dragon King who has ruled this world for many years. You are the Hero of Legend! We can again live without fear... Thank you!

Brice

Villager O

Thank you! I'm Lainey. Behind me is a Dragon that can be destroyed with one blow. Though you no longer need it... you will be rewarded with great riches to buy the Items of Legend at the forest village.

Lainey

Villager P

Way to go! I'm Briley. And... by the way... Thank you for playing this game. Please leave a positive review for this game to encourage continuous extensions to the Saga RPG series...

Briley

Villager Q

Now available - Saga RPG II: Evolution from iDurocher Technology. Please download it to begin your next epic journey across larger and more challenging lands. Thank you for your support!

If you remember, the villager who greeted you on your arrival to Paradise asked you to say 'Hi!' to Brice, Lainey or Briley if you saw them. I believe these are three of the brilliant minds at iDurocher who wrote this game as well as its sequel, Saga RPG II: Evolution.

Dragon Castle Walkthrough

LEVEL 14

After entering the Dragon Castle, like all dungeons the first time, stay close to the entrance and build yourself up to level 15, escaping to town to HEAL as needed. As the levels increase the Exp. Point requirements go up exponentially, so expect many long battles to get to each additional level. Also, since this is the final castle, these are the highest level monsters you will face.

LEVEL 15

At level 15 you have a great chance of getting in and back out of Dragon Castle in a single dash. It is a rather small dungeon for all that it is the final battleground of the game. If you go straight to the Dragon King north of the entrance and kill him, you can also follow the hallway east to meet the final 4 villagers and collect your reward. (500,000 gold, more than enough to buy the Items of Legend.)

After collecting the gold, leave Dragon Castle. If your HPs are still over 100 go immediately to the shopping district and buy and equip the Items of Legend. From this point on only the Skeletons in Dragon Castle can actually harm you. And..

That's all, Folks!

Technically the game is over, but you can continue to fight on and raise your hero's level to the maximum! But since the character can't be transferred to Saga II there isn't much point other than a personal sense of achievement that you maxed out the game.

RandyMan note:

I have actually managed to beat the game at level 12. But I suspect it was more luck than anything else. After arriving on Paradise Island, I HEALed and went straight to the shopping district and bought Steel Long Sword, Steel Armor and Iron Shield, equipped them and returned to the healer and SAVEd. I than went straight to Dragon Castle (with a minimum of wandering battles) and made a bee-line for the Dragon King. After killing him, I killed the level 1 Dragon and got the heck out of Dodge.

Of course, on 3 previous attempts to do this, I fought too many random battles and couldn't get back to the healer without dying. So as I said luck was on my side on the fourth attempt. To have a truly fair chance at finishing the game you should be at least level 14 or even better 15!!!

The highest level your hero can achieve is 19.

Final Notes

The next chapter of this Guide (RandyMan notes about creating this Guide) may be of interest to many players if they plan to create similar guides for their own favorite Android (or even PC/Mac) games.

The final chapter (Various Extras) is of more interest to the serious Gamer. It contains technical data on this game such as level progression charts, a complete monster list and some other gameplay information and suggestions for improvements for future remakes of this great game, as well as the answer to the Trivia Easter egg.

RandyMan notes about creating this Guide

This is my first game Guide and I thought it might be interesting to others to describe the process used to create it in case they would like to create similar Guides for their own favorite games. I probably will not include this chapter in future Guides, but here goes…

This Guide was created with Word 2010 on a Windows 7 Pro (64-bit) Lenovo laptop. All screen captures were taken on a 11.1 inch RCA 11 Delta Pro 2 Tablet running Android 10. All graphics for the guide were edited with Windows own Paint program.

The basic graphics used for Sage RPG First Blade are fundamentally based on 32x32 pixel tiles enlarged by the game (or possibly the Android OS itself) to fit the actual screen resolution of the tablet in question. I reduced them to the basic 32x32 size for my maps.

Paint saves its bitmap (BMP) files at 96 dots per inch (dpi) for print purposes, although most modern printers actually use 150 to 300dpi or even higher, I found 96dpi actually looks quite nice when printed on paper for personal use. (and also keeps the file sizes down)

Once I created the basic tile set for the maps, I then hand drew the maps of the game on graph paper as I played the game. I used letters to represent the various villagers to speak with, M for mountains, W for water, etc. I then transferred these hand-drawn maps to the computer using Paint's cut and paste to place the tiles on a grid and saved them as BMPs.

It was then a simple matter of importing them into Word and saving the results as a PDF file.

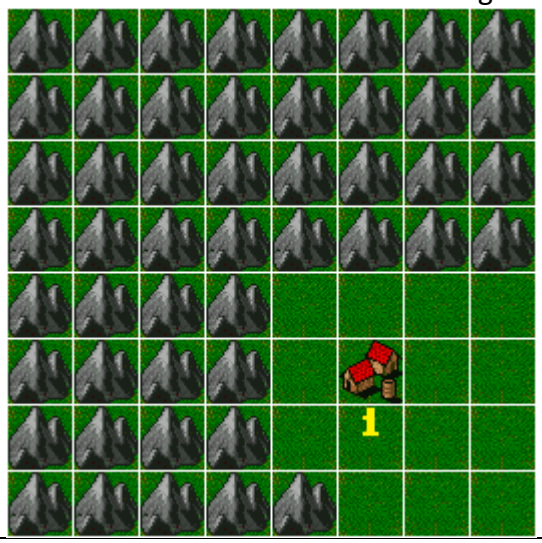
The hardest part was coming up with the actual text of this document. I assumed that anyone who would be reading this book would have a basic knowledge of role-playing games, but you know what they say when you assume.

You will notice that early in the Guide I included many definitions of terms such as HPs, Str, Exp and the like, but as the book progresses I stopped doing so. If anyone has questions or suggestions to improve on this process, please e-mail me, my e-mail is included below.

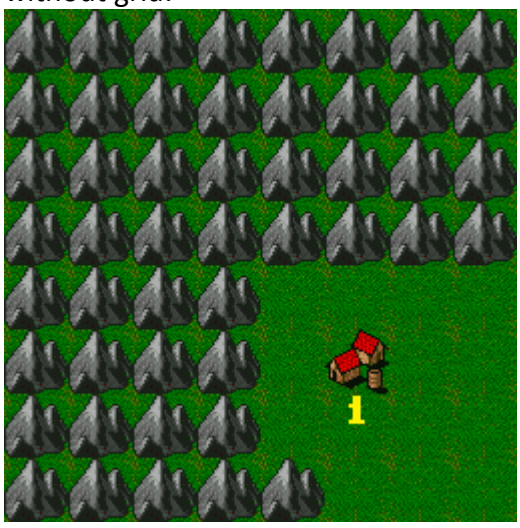
This Guide is actually two books in one, a game guide of the game itself and a complete walkthrough for winning the game in the most logical way.

You may have noticed that my maps have no gridlines. This was an aesthetic decision on my part. I may later provide maps with gridlines if there is an interest in them. But I think they look and fit better without. You can see the size difference below, and that is only a small 8x8 section of the much larger Valley map.

With grid:



without grid:



While most Android games play nicely on a 7-8 inch tablet, if you plan on creating a similar Guide for your own favorite game I would recommend using a 10-inch or larger tablet, your screen captures will have crisper image quality.

They can then be edited with Windows Paint (or the Mac equivalent), but be sure to save the edited images as BMPs, JPG compression tends to blur the image color quality for the sake of saving space and the art will not be as pretty.

While I have used only the basic software included on a standard over the counter PC, feel free to use your own favorite graphic or word processing software and apps as you see fit. For example I sometimes use IrfanView to tweak my graphics. It offers options Paint does not, such as fine image rotation and allowing for transparent graphics and other options.

If you would like the complete Saga RPG tileset as well as other graphics used in creating this Guide, send me an e-mail. If you got this Guide in a zip file named SAGA-1-RandyMan-complete.zip, the graphics are included in the EXTRAS folder.

I hope to encourage others to create similar Guides for other games. While larger game publishers and many gaming magazines often produce these guides, they tend to concentrate on larger more popular commercial games. And there are so many great games out there that fall by the wayside. I believe that if someone took the time to create a fun little game for us to enjoy, it behooves us to spread the word to keep their efforts alive and share them as much as possible.

Any suggestions, comments or corrections are always welcome. E-mail me at therandyman1967@gmail.com. If you find an error in my gameplay itself, please include the version number of the game itself in your e-mail. I have not played every version all the way through so I may have missed a variation in one version not present in others

Various Extras

Answer to the Trivia Easter egg – the font used for the Map labels is SSI's Gold Box font used for their Dungeons & Dragons computer games from the late 1980's and 1990's (talk about OLD school, and yes I actually played those games on a PC back then (and still do today using DOSBox on both my PC and my tablets), so what does that tell you about my age). If you knew this without using Google, congratulations you are a true Gamer Guru! Or just old like me. As a bonus here is a bitmap image of the font at 16x16 pixels that I used for making the Guide.

SSI's Gold Box font

You may have noticed that I tweaked a few characters for clarity

I also included a few extras just for fun.

The original did not include a dollar sign so I created a gold coin instead.

Also the @ symbol I created seems a bit thin to me, but it is recognizable.

Also within the original games the character colors varied as needed.

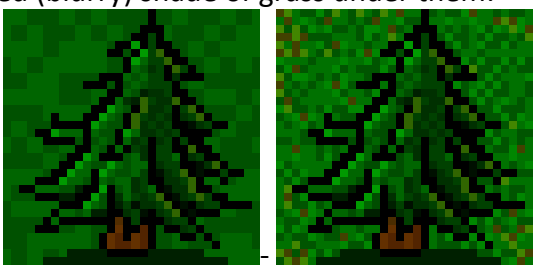
There are no lowercase letters, but the blue items represent the 'shifted' characters on the 'keyboard'

The Pine Tree Mystery

In the northern center of The Valley is a grove of 10 pine trees. They are the only pine trees in The Valley, the only other place pine trees appear are Dragon Island. I thought there may be some secret village hidden in them, but they don't seem to serve any purpose other than scenic variety.

A cool Easter egg might have been if the player played the game on Christmas Day the trees light up with Christmas lights. (suggestion in case someone ever re-masters the game at some point)

In version 1.1.7 of the game, these pine trees had a darker, less defined (blurry) shade of grass under them:



Version 1.1.7 - later Versions

All other grass in the earlier games match the newer versions, only the pine trees differ, so the mystery deepens.

Different versions and how to load them

The earliest version I have been able to download is Ver. 1.1.7 (although its own revision history states that it is a revision of an even earlier unlisted version.

All other later versions I have found are either bug fixes or upgrades to stay compliant with the ever advancing Android OS.

The only major revision was the inclusion of the Video Store in Ver. 1.1.15. Although since Google Play Store dropped the game, Video Store no longer seems to work.

The last known version is Ver. 1.1.19. It requires Android ver. 4.4 or higher. (aka Kitkat, API 19)

Known versions I have found

Version ?.?.? -- unknown number of earlier versions
Version 1.1.7 ← the earliest version I found
Version 1.1.8
Version 1.1.9
Version 1.1.12
Version 1.1.13
Version 1.1.14
Version 1.1.15 ← the first version with Video Store
Version 1.1.17
Version 1.1.19 ← the last version

All of the above versions are available for download from APKPure.com and other APK sharing sites.
Ver. 1.1.19 is available at the iDurocher website.

If anyone has any other versions not listed above, please email me so I may add them to my collection.
therandyman1967@gmail.com

Your machine may not allow the earlier versions to install due to the latest OS updates, but I found a workaround that at least worked for me.

I bought a 7" off-brand tablet on Amazon for only $39. It runs Android 12 Go Edition.

The game fits well on the 7" screen. Unless you have vision issues or very large fingers, 7" is best.

The only setup I did was to select English for my language, set a PIN number, set the clock, and started it up. I skipped the option to setup my email and immediately turned off the Wi-Fi and Bluetooth. So the OS is pure with no auto updates.

I then transferred the above APKs with a micro SD card and installed the earliest version with Androids included Files program.

I played all the way through Ver. 1.1.7 and 1.1.19, and did quick play sampling of the others just to look for play or graphic variations.

Various Charts for Saga RPG First Blade

Level Progression

LEVEL	HPs	STR	DEF	EXP needed
1	18	1	1	---
2	22	2	2	6
3	31	4	3	18
4	45	7	5	68
5	73	11	8	220
6	108	13	9	621
7	120	14	11	1308
8	163	18	14	2225
9	218	22	16	3514
10	242	24	18	4100

LEVEL	HPs	STR	DEF	EXP needed
11	260	27	21	7484
12	281	28	22	11112
13	305	30	23	16811
14	310	32	25	23235
15	350	35	29	33235
16	400	39	33	53235
17	450	44	38	73235
18	500	50	44	93235
19	1000	100	100	999999
Level 19 is the maximum.				

Weapons

In The Village

Weapon	Cost	Bonus
Club	40g	Dmg 1-2
Copper Short Sword	100g	Dmg 2-4
Copper Long Sword	500g	Dmg 4-6
Iron Short Sword	1500g	Dmg 8-12

In Paradise

Weapon	Cost	Bonus
Iron Long Sword	2000g	Dmg 12-16
Steel Short Sword	2500g	Dmg 16-18
Steel Long Sword	3000g	Dmg 22-26
Sword of Legend	30000g	Dmg 80-95

Armor

In The Village

Armor	Cost	Bonus
Padded Armor	40g	Def+1
Leather Armor	100g	Def+2
Chain Mail	500g	Def+3
Wooden Shield	50g	Def+1
Copper Shield	200g	Def+2

In Paradise

Armor	Cost	Bonus
Iron Chest Armor	700g	Def+5
Full Iron Armor	1400g	Def+12
Steel Armor	3400g	Def+32
Armor of Legend	30000g	Def+110
Iron Shield	500g	Def+4
Shield of Legend	20000g	Def+70

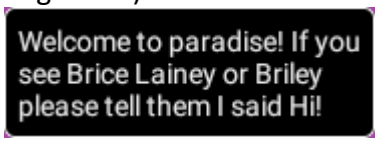
Monsters

Level	Name	HPs	gold	EXP	Location & Notes (RandyMan notes in RED)
1	Ghost	4	4	1	The Valley
1	Lizard	4	4	1	The Valley
1	Snake	4	4	1	The Valley
2	Ghost	6	7	2	Dragon Island
2	Lizard	6	7	2	Dragon Island
2	Snake	6	7	2	Dragon Island
3	Dragon	30	250	100	Dragon Island (one shot) (should be level 4)
2	Skeleton	13	14-15	4	Skeleton Castle (should be level 3)
3	Skeleton	27-29	32-35	9	The Long Cave (should be level 4)
3	Troll	27-29	32-35	9	The Long Cave (should be level 4)
3	Witch	27-29	32-35	9	The Long Cave (should be level 4)
4	Ghost	25-27	25-27	14-15	The Long Cave
4	Lizard	25-27	25-27	14-15	The Long Cave
4	Snake	25-27	25-27	14-15	The Long Cave
5	Dragon	40	650	400	The Long Cave (one shot)
4	Troll	50-55	50-55	29-31	Paradise Island (should be level 6)
5	Ghost	38-39	32-35	18-19	Paradise Island
5	Lizard	38-39	32-35	18-19	Paradise Island
5	Snake	38-39	32-35	18-19	Paradise Island
6	Snake	50-57	47-51	23-25	Paradise Island
5	Troll	72-79	65-71	36-39	Dragon Castle (should be level 7)
6	Ghost	50-57	47-51	23-25	Dragon Castle
6	Skeleton	104-115	94-103	45-49	Dragon Castle (should be level 8)
7	Lizard	54-59	68-75	27-29	Dragon Castle (should be level 6)
7	Snake	54-59	68-74	27-29	Dragon Castle (should be level 6)
7	(Red) Dragon King	125	4,000	600	Dragon Castle (one shot) (should be level 9)
1	Dragon	1	500,000	5	Dragon Castle (one shot) (should be level 0)

The suggested level changes are based on the monsters HPs.
(In other words, how hard they are to kill.)

Names used in this Guide

Throughout this game, the only named area is Paradise. It is named so by the greeter you meet upon exiting The Long Cave. (and he does not use the capitalized form of the name, although I do.)



Another villager mentions that it is a very large island, hence Paradise Island.

All other names are of my own devising for ease of identifying locations on the map. The names were chosen for simplicity, or in some cases, humorous effect.

(How many of you understood the 'Number Six' or 'Themyscira' references, or the Mr. Roarke misquote?)

Suggested Improvements

Monster levels

HP range	level	HP range	level
1-5	1	50-70	6
6-10	2	71-90	7
11-20	3	91-120	8
21-34	4	121-150	9
35-49	5	151+	10

This range and level system would make more sense than whatever system is currently being used. Some monsters seem to be labeled too low.

The final level 1 Dragon with only 1 HP should be level 0, or better yet be replaced with a treasure chest like those used in Saga II. Within the game we don't see the monsters actual Str or Def ratings, only their HPs, gold and Exp rewards. As a personal pet peeve on my part, in this RPG and many others, where exactly do Snakes and Lizards carry gold, they don't actually have pants or pockets. Or Ghosts or Skeletons for that matter! Well, maybe the Skeletons.

Also a more pleasing final battle would be to move the Dragon King to the east end of the hallway, having him bloke entry to a 'treasure' room with the villagers trapped inside, like so:

Bug Alert

I have discovered a minor bug or quirk in the game. When you first arrive on Paradise Island if you don't visit the healer at least once, and you die on the island, you resurrect back in The Village and have to trek all the way back to Paradise to continue your quest. After visiting the Town healer this does not seem happen, you will now resurrect in The Town instead! (No doubt some internal flag is set when you visit the town healer.)

Want to try TheRandyMan Extreme Saga Challenge?

Try to win the game 'Ninja Style!'
In other words, without buying any weapons or armor!!!
I do not know if it is even possible, but it would be the ultimate achievement.

Misc. Stuff

The inventory does not seem to have a limit, if you exceed 25 items, the screen will scroll to show additional items. Of course, there are only 19 items to buy in the game, 8 weapons and 11 armor (at any given time 3 of these items will be equipped and not show in the inventory). But the stores are more than happy to take your money and sell you 2 (or more) Clubs or Padded Armor, etc.

Also when you buy a new item it appears at the bottom of the list, the same if you equip a new item, the item it is replacing appears at the bottom of the list. So you don't want a bunch of older items cluttering up your inventory. On the other hand, having 25 swords does not have any effect on your movement or fighting ability! The same with gold, by the end of the game you will have more than 500,000 gold coins, but it also have no effect on your heroes abilities.

Once you equip your first weapon or armor, you cannot unequip it without equipping something else in its place. So if you wish to go 'Ninja Style,' do not buy and equip anything at all.

What's Next?

iDurocher also made a sequel Saga RPG II: Evolution, available at their site, as well as many APK sharing sites. (I recommend APKPure myself) I will create a Guide for it once I have completed playing it, it is much larger, so it may take a while to get through it.

Like any good book or movie, if you make a sequel, than why not give the fans a trilogy? And this is a good game. I sincerely hope that the Programmers find the time to eventually write Saga III: King of the World, Ma, where our hero must come out of retirement to once again save the kingdom and earn the right to become the next King of the land of Saga. (hint, hint, more Saga please!)

TheRandyMan also Recommends

If you enjoy playing Saga and are interested in similar style games, check out:

Saga II: Evolution, of course – the logical next step.

Gurk I, II and III – three very similar Android '8-bit' RPGs.

(sadly the Gurk series has also been removed from Google Play Store,
but they have been posted to the Internet Archive.)

the afore mentioned SSI Gold Box Games-starting with Pool of Radiance – currently available from GOG.com as well as many 'Abandonware' sites.

(the versions available at GOG are preinstalled with DOSBox to run on new PCs (Windows 8 & above and maybe Apple/Macs, although I have also played them on Android machines using Turbo DOSBox.)

The Gold Box Games were originally written in the 80's and 90's for home computers ranging from the Amiga and Apple II to IBM compatible PCs as well as a few Nintendo adaptions, but they stand the test of time and are still very playable today with a large fan based community of support. I highly recommend them for any RPG gamer (old school or new) out there!!!

I am sending a copy of this Guide to iDurocher for their approval and hopeful inclusion on their games download page. I am hoping to also get more information on the game itself, such as personal bios of the Programmers and Artists to include on a credits page to this Guide. (Their hard work should be acknowledged!) I am also trying to find an Android RPG forum to post this Guide on. (If anyone knows of one, please e-mail me a link.) I have found a page at GameFAQs with very crude walkthroughs for both Saga games and will be posting my Guide to that site. I will also create an Internet Archive page to post the game and Guide to.

About TheRandyMan1967

I am an old school gamer and programmer who grew up as the home computer industry was coming into its own in the late 1970's and early 1980's. I started with a Timex/Sinclair 1000 computer (a Christmas present from my mother that retailed for $99 that year). It was a tiny home computer that attached to a TV and stored its programs on cassette tape. It originally came with 4 kilobytes of memory, although I spent the extra money ($39.99) to buy the 16k add-on module (yeah, a whole whopping 16k). It only displayed b&w images and was programmed in its own primitive version of BASIC.

I eventually move up to better machines: a TRS-80 CoCo and the portable MC-10, a Commodore Vic 20 and 64, a Texas Instruments TI-99/4a, and finally an Apple IIc/e, a Tandy 1000 and a Wang IBM PC clone. I also moved from BASIC to TurboBASIC and eventually to VisualBASIC, with a side trip into a little machine/assembly language and C/C++. I still love to play around with GW-BASIC just for fun and to try to push its limits.

My current system is a Lenovo T420 ThinkPad running Windows 7 Professional 64-bit. Why Win7? I use DOSBox to play many older games written in the Win95 and earlier days, and DOSBox runs them smoothest under Win7 as opposed to Win8 and above. I also have 2 Dell Netbooks, one 32-bit and one 64-bit also running Win7 that I use to program simple apps with VisualBASIC 3-6. I also have multiple Android tablets including a 5", 7" and two larger (10.1" & 11.1") models.

Although these days I consider myself more of an archivist and collector of old DOS, Windows and Android games, I am also working on multiple projects (like this Guide and others to follow).

When I call myself an archivist, I should say I am a completist. I'll give you an example: I have a massive digital library of over 1700 complete television series ranging from the 1940's through 2024. By completist I mean I have all eleven seasons of MASH, the original theatrical movie, the complete short-lived spin-off AfterMASH, the unsold Radar pilot, all of the original Hooker novels and several reunion specials and many other behind the scenes and blooper specials. (I'm still working on Trapper John, MD) So as I said, I'm a completist.

My entire collection at this point is strictly digital, having learned the hard way almost 15 years ago when I became homeless and had to leave behind 20 years' worth of collecting books, tapes, DVDs and CDs and even floppy disks. If it even happens again, all I have to do is grab my hard drives and go, and not have to start over from scratch!

Sorry about rambling on there about myself. I'm sure most of my audience is of the new millennial generation and probably have never heard of half the machines listed above, or have ever seen a floppy disk before (ask your parents). But for the old timers out there I thought you might like a walk down memory lane!

Programmer and Artist Credits

As I mentioned earlier, I believe the Brice, Lainey and Briley we met after defeating the Dragon King are three of the programmers who wrote this wonderful game and its sequel. I'm trying to find more about them so I can properly thank and credit them for their work. When I get that information I will do a proper credits page here in the second edition of this Guide.

{this page reserved for a future credits page}

Also available:

Description of Saga RPG II: Evolution

(from Google Play Store before they dropped the game)

Welcome to the old school RPG world of Saga RPG II: Evolution.

Story

You have rid the lands of the evil Dragon King in your victorious epic battle and the people are thankful. However, the Skeleton King is now gaining power and the land is again being threatened. You are once again being called to arms to uphold peace as you journey through the lands. May your sword stay ever sharp.

What to expect

This game is built to be lightweight. The download is tiny, and the game processing is minimal. To accomplish this, the game itself is pretty simple. This is a second version, which is larger than the first and will grow as expansions are released, but the goal of remaining lightweight will remain.

Thank you for playing!

I am currently playing this game and fully plan to create a Guide for it when I finally finish playing. It is a much larger game and I am working on it!!!

{back cover}

A RandyMan Guide

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